

ISSUE NO.
272
OCTOBER
NOV/DEC PRE-ORDER

GTM

GAME TRADE MAGAZINE



EnOLA

HOLMES

Finder Of Lost Souls

THE BOARDGAME

IN THIS ISSUE:

- YOU ARE CORDIALLY INVITED TO THE LATEST MARVEL HEROCLIX EVENT, THE HELLFIRE GALA!
- THE ANCIENT FORGE HOLDS STORIES YET UNTOLD IN BARDSUNG FROM STEAMFORGED GAMES!



PRINTED IN CANADA



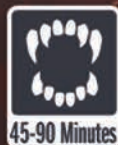
SiliconVania

A CITY-BUILDING TILE GAME BY J.B. HOWELL

It's 2035 and vampires have been revealed living among Europeans as ordinary citizens! Looking to expand beyond traditional village life, the Council of Elders is taking pitches to turn their hometown into a new tech hub!

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MSRP: \$39.99



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Attract Residents!



Plan Your SiliconVania!

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**WELCOME
TO THE
GAME.**



IN STORES NOW.

COVER STORY



Enola Holmes - FINDER OF LOST SOULS

Travel around London solving puzzles in this all-against-one cooperative game. Can you deduce the crime before the criminal wins?

by Phil Yates

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UNSTABLE UNICORNS

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Black Inside

Charred with real dragon fire!

Dual Sleeves combine a colorful back with a black inside to elegantly frame your cards and even the lightest colors are fully opaque!



OUT
THIS FALL
Ember



OUT
THIS FALL
Fury



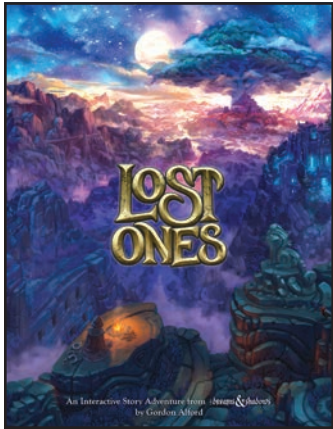
OUT
THIS FALL
Wrath



AVAILABLE FROM ALLIANCE DISTRIBUTION
EXPLORE THE FULL RANGE AT [DRAGONSHIELD.COM/DUAL](https://www.dragonshield.com/dual)



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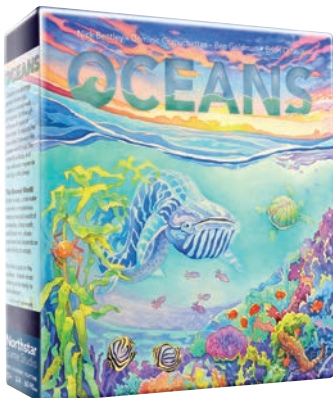


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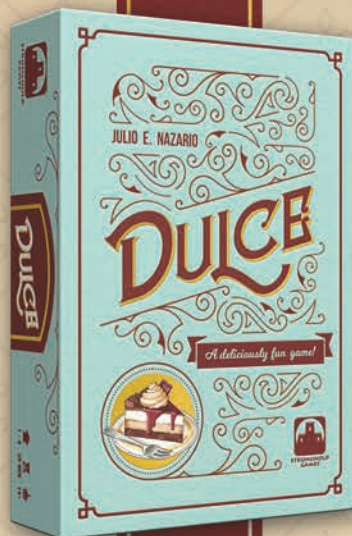
JULIO E. NAZARIO

1-4 30 MIN 14+

DULCE



A deliciously fun game!



DULCE is a short and sweet engine-building game where no bean goes unnoticed. Each round, players simultaneously draw a card and decide to either plant fields, harvest crops or build cafes.

**PLANT YOUR FIELDS
STRATEGICALLY AND USE EVERY
LAST RESOURCE TO MAKE THE
BEST CONFECTIONS AROUND!**



*Competition
is fierce in
the world of
sweets*



SKU: SGDLC1 - MSRP \$39.99



Greetings Dear Readers!

Welcome to your October edition of *Game Trade Magazine*!

Autumn is upon us, and we all know what that means – Halloween is just around the corner!

As longtime readers will recall, Halloween is easily my favorite holiday of the year. I'm always thrilled to see how folk will celebrate this fun and macabre event and I'm certain this year will be great!



In this latest *GTM*, we'll travel to far off galaxies, visit post-apocalyptic landscapes, explore haunting castles, and more!

Kicking off this spook-tacular issue, *Gale Force 9* takes us behind the scenes of their upcoming release of *Enola Holmes: Finder of Lost Souls!* In this game of deduction and danger, you'll travel all across London, discover clues, and dodge menaces. Can you deduce the crime before the criminal makes good their escape?

On the more formal side of things, *WizKids* invites you all to the *Hellfire Gala!* In this prestige release for *Marvel HeroClix*, some of your favorite X-Men are decked out in their most luxurious finery for the event of the year!

And what would Halloween be without some dungeon dangers? We travel to the lands of the Ancient Forge in *Bardsong* from Steamforged Games – explore mysterious locales, fight deadly monsters, and make your way to quest's end. Fabulous treasure awaits your next adventure!

All treats, no tricks. That's how we Halloween at *GTM*.

Game on,
JG

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GTM

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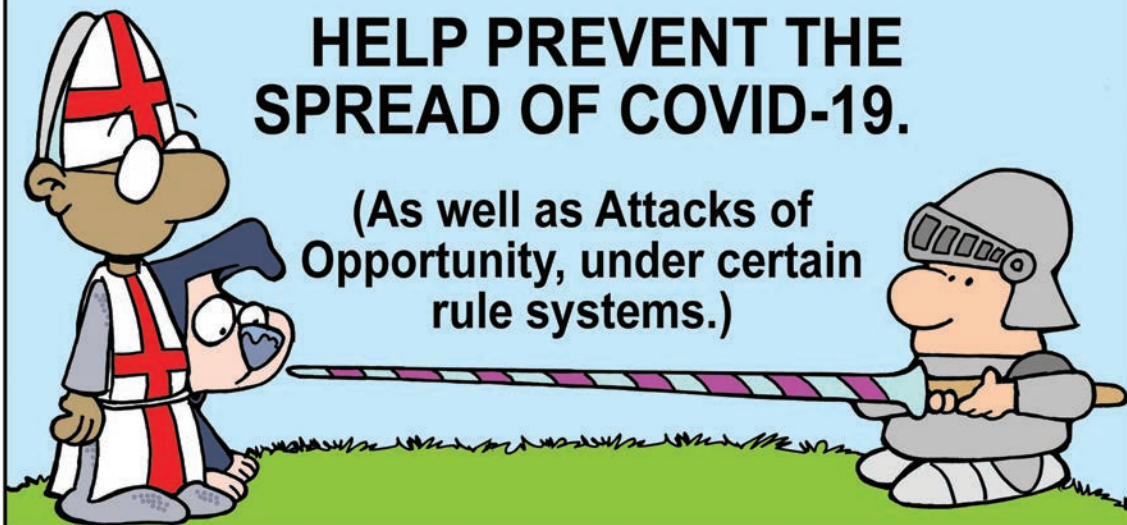
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Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of
Opportunity, under certain
rule systems.)



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BEAST



Welcome to the Northern Expanse, a place where nature is still unexplored, mystical and dangerous. When humans first arrived, they thought they found an unspoiled paradise, but as their settlements expanded, nature itself pushed back. Great creatures known as Beasts emerged, determined to protect their land.

Work together as skilled hunters or defend your domain as a giant god-like beast in an epic one-vs-many game with hidden movement and card drafting. Which side will you join?



Playing is Passion!
www.pegasusna.com



/pegasusspieleNA



Pegasus Spiele

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relaxed short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486... \$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525

MORGAN LE FET PLAYMAT
UPI 15526

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549

PASSAGE TO AUTUMN PLAYMAT
UPI 15530

QUEEN MAR STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720... PI

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color loads of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449...

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HN010595...

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising players must work together and roll dice to neutral key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103...

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712...

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 91033069...

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000... PI

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000... PI
BUNDLE WOC C75070000... PI
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... PI
PLANESWALKER DECK DISPLAY (10) WOC C75060000... PI
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... PI

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019... \$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752... \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755... \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753... \$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backgrounds for something new! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520... \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

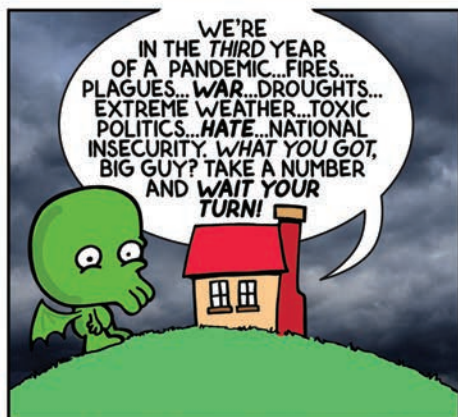
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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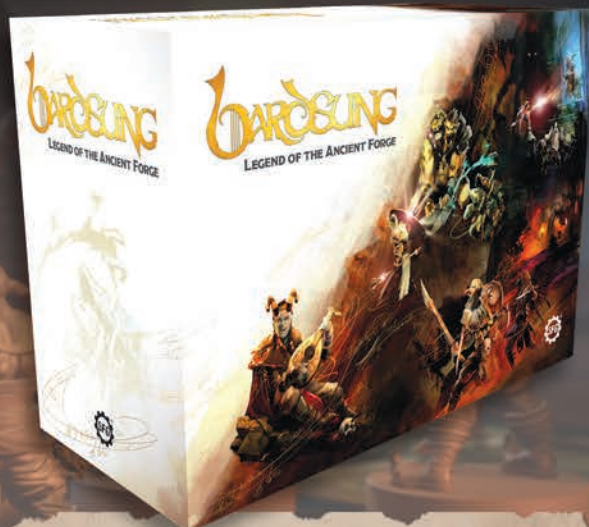


INSPIRE THE SONGS AND LIVE YOUR LEGEND!

Inspired by dungeon-crawling, roleplaying, and choose-your-own-adventure classics, **Bardung** is a 1-5 player cooperative dungeon explorer that combines the best of all three to create a powerful new experience.

Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore.

Face terrible creatures in zone-based combat puzzles and level up along a classless path system to create your songworthy hero!



PACKED WITH 68 MINIATURES AND
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EnOLA HOLMES

FINDER OF LOST SOULS

THE BOARDGAME



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Phil Yates takes you behind the scenes of Gale Force Nines latest game, **Enola Holmes: Finder Of Lost Souls**.

ENOLA HOLMES: FINDER OF LOST SOULS

GF9 ENHO01 \$40.00 | Available November 2022!



I really enjoyed the Enola Holmes movie, and I had a concept for a Sherlock Holmes game already on the back burner. So, unsurprisingly, I was excited when we got the licence for Enola Holmes. My design goal was to bridge the space between a family game for fans of the movie and something that would grab and hold the attention of experienced gamers — something challenging and immersive, yet easy to grasp and with lots of replayability.

Where to start?

When I was originally thinking about a Sherlock Holmes game, I wanted players to become brilliant detectives, using logic and deduction to solve puzzling crimes. At the same time, I realised that most of us aren't up to the level of Sherlock (or his even more brilliant sister Enola). Deciphering the puzzles had to be doable, while still giving a suitable challenge and sense of intellectual achievement. As a kid, I played endless games of Mastermind with my sister, where you had to deduce the hidden code with coloured pegs (similar in a way to the latest craze, Wordle). That gave me the sort of experience I was looking for, but I needed more theme and flavour.

How then, to turn this into the game that I wanted?

The answer came from the movie, where the Holmes family and their friends travel around London and its environs, gathering clues, running into dead ends, solving puzzles, and finally catching the criminal.

The crime is encoded in the language of flowers

In the game, the players alternate between seeking out clues and attempting to deduce the crime. If they can do so in four rounds, they win. If the criminal's dastardly plot (which is encoded as a bouquet of flowers using the secret 'language of flowers' employed by Victorian women) proved too clever for them, they lose.

Like many designs, playtesting quickly revealed the need to simplify things, cutting them back to their essence and tightening up the design. After playtesting with our usual suspects, we took the show on the road, finding teenage Enola Holmes fans to try it out. This was encouraging, in that it verified that we had something that suited that side of the target audience, and at the same time showed up some areas for further work. A Sunday of playtesting various deduction schemes with my wife nailed down the last bits and it was ready to go.

Where's the balance?

Because the game is one-on-one or all-against-one, the game is always challenging, with both criminals and detectives developing new strategies to outsmart each other. At the same time, it's easy for an adult in a family situation to help younger players while they are trying to find clues, and guide the deductions.



Finder of Lost Souls is designed as a family game for fans of Enola Holmes.

The basic gameplay is easy for younger fans to pick up, while the interaction is challenging enough to keep experienced gamers interested.

It's a game of deduction where you can short-circuit the process by traveling around London to solve puzzles and find clues.

So, how does it work?

The key to the deduction side of the game is two sets of identical cards. The criminal selects their crime from one set, placing cards from the other set on the board's locations as clues. The detectives are trying to deduce the cards making up the crime, but can only make four deductions, and the criminal only tells them how many cards they got right, nothing else. That's tough, but doable if you are both lucky and clever, but it's the clue cards that will take the detectives over the edge.

The clue cards are hidden beneath puzzles that change depending on the location. Each round the detectives choose a puzzle and use their talents and their hand of cards to match the puzzle, while the criminal plays cards to make things harder. Solve the puzzle and the detectives get the clue and reveal part of the crime. Fail and the detective skulks off home, while the criminal is that much closer to victory.

The Detectives play their 'On The Case' cards to try and match the symbols that make up the puzzle to earn a clue...



At the end of each round, the detectives announce their deduction as to what cards make up the crime. The criminal laughs maniacally, and tells them how close they are. At the end of the four rounds, if the detectives haven't deduced the crime, the criminal wins.

For me, the best thing about the whole process has been playing with the Enola Holmes fans, their delight in recalling favourite parts of the movie, their excitement at discovering the challenges of the game, and their cheerful determination to defeat their friends in a battle of wits. That and hearing both new and experienced players say, 'That was fun, can we play again!'.



...while the criminal plays their 'Making Trouble' cards to make the puzzle more difficult.



"The whole world
is watching us now.

We must be
nothing less
than fabulous."

-EMMA FROST
New X-Men 122, 2002



MARVEL HEROCLIX: MARVEL HELLFIRE GALA PREMIUM COLLECTION
WZK 84887 \$ 69.99 | Available November 2022!

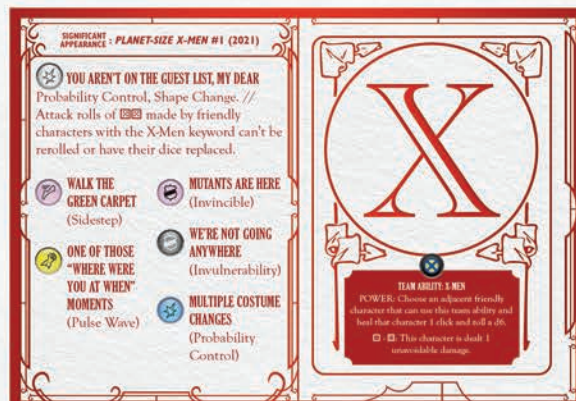
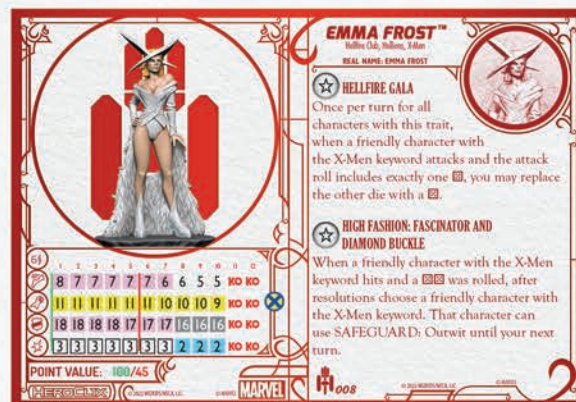
ROLL OUT THE GREEN CARPET

Just as minority groups face challenges in our own world, mutants were often subjected to microscopic scrutiny. For generations, Mutantkind endured discrimination and persecution for being different. In pursuit of a better world, the X-Men established their own society on the living island of Krakoa. Emma Frost's powerful words culminated in her presentation of the Hellfire Gala. The solstice soiree of century marked Mutantkind's arrival and served as an inaugural celebration of mutant culture. The glamorous host beckoned stars of every flavor, and of course no one could decline an invitation from the ice queen. The 2021 Hellfire Gala crossover event spanned twelve comic issues and delivered engaging narrative and fabulous artwork to readers. The new *Marvel HeroClix: Hellfire Gala Premium Collection* of eight premium figures captures some of the most iconic looks from the green carpet of Krakoa!

premium figures captures some of the most iconic looks from the green carpet of Krakoa!

PRESENTING MUTANTKIND

Prolific comic illustrator, Russell Dauterman, reimagined classic X-Men costumes as high-caliber fashion pieces worthy of the gala. The sculpts in *The Hellfire Gala Premium Collection* are plucked right from the pages of Dauterman's creation. Jean Grey is a standout even among her elite counterparts, looking breathtaking in green with a



flowing cape and headdress. No detail was spared on the figures or packaging, adding to the elegance of the collection. With design inspired by the canon gala invitation, the collector's box features a magnetic closure and red flocked insert, invoking the look and feel of red velvet. The Powers and Abilities card also got a facelift for its inclusion in this set, notably gold and black detailing. However, it is the character cards that really shine. Beautiful monochromatic character sketches and a large red X are prominently featured on these double-wide, double-sided cards that also mimic the style of a Hellfire Gala invitation. Make no mistake, the X-Men are here to stay, and they will look stunning all the while!



HIGH FASHION, HIGH STAKES

Even though this set focuses on collector value, these figures were specifically designed to be competitive play pieces, as well. Each character features a Hellfire Gala trait that grants them a special effect triggered by rolling fives (notice that five pips looks suspiciously like an 'X'). Additionally, any of the figures will find synergy within an X-Men theme team as a leader or support. The belle of the ball, Emma Frost, will be able to make some quick moves and swing hard and wide with Pulse Wave. Jean Grey, another powerful leading lady, is embracing the cutthroat world of fashion, focusing on dealing damage despite an opponent's defensive tactics. *The Hellfire Gala Premium Collection* delivers as a conversation piece both on display and on the table.

JEAN GREY™
Phoenix Force, 3 Fists, 3 Eyes
REAL NAME: JEAN GREY

HELLFIRE GALA
Once per turn for all characters with this trait, when a friendly character with the X-Men keyword attacks and the attack roll includes exactly one 5, you may replace the other die with a 5.

HIGH FASHION: TELEKINETIC FLOATING X HEADPIECE
When a friendly character with the X-Men keyword hits and a 5 was rolled, after resolutions give an action token to each hit character.

POINT VALUE: 100/40

HELLFIRE GALA
POWERS AND ABILITIES

SPEED

1. SUPER SPEED When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.

2. FLYING When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.

3. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.

4. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.

5. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.

ATTACK	DEFENSE	DAMAGE
<p>1. BLASTS OF FIRE When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>2. FLYING When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>3. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>4. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>5. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p>	<p>1. SUPER SPEED When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>2. FLYING When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>3. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>4. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>5. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p>	<p>1. BLASTS OF FIRE When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>2. FLYING When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>3. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>4. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p> <p>5. TELEKINETIC When the character is moved, they may move up to 10 spaces in any direction. If they are moved by an opponent's action, they may move up to 5 spaces in any direction.</p>

SIGNIFICANT APPEARANCE: PLANET-SIZE X-MEN #1 (2021)

IMPLANTED IDEAS
Mind Control. When Jean Grey uses it, after resolutions deal a hit character damage equal to its printed damage value.

TELEPATHIC WARNING
Energy Shield/Deflection; Super Senses.

OPEN YOUR MIND TO ME
(Precision Strike)

I GIVE YOU YOUR X-MEN
(Empower)

LADIES AND GENTLEMEN, HUMANS AND MUTANTS
(Enhancement)

TEAM ABILITY: X-MEN
POWER: Choose an adjacent friendly character that can use this team ability and hand that character 1 click and roll a die.
This character is dealt 1 unavoidable damage.



FASHION FORWARD

For twenty years *HeroClix* has thrust comic book characters from the pages into action. Loyal players will not be disappointed with the competitive quality of these figures. However, *The Hellfire Gala Premium Collection* is a product with great crossover appeal. X-Men enthusiasts, comic book collectors, armchair fashionistas, and novice gamers can all find value in this set. In the future, *WizKids* hopes to offer even more inclusive *HeroClix* products that can provide enjoyable experiences to all levels of gamers and non-players alike. *HeroClix* can be enjoyed by a variety of people regardless of age, experience, or background. The Hellfire Gala is a symbolic testament to that diversity and inclusion within such a cherished hobby. Celebrate Mutantkind and *HeroClix* with *The Marvel HeroClix: Hellfire Gala Premium Collection*!

CUT THE BLUE WIRE IN **FUSE** COUNTDOWN

FUSE: COUNTDOWN

RGS 02467 \$35.00 | Available September 2022!

Originally launched in 2015 as one of Renegade's very first games, Kane Klenko's *FUSE* brought the tense action of bomb defusal to the tabletop, in a quick and simple, but extraordinarily challenging cooperative game! Taking just ten minutes to play and minutes to teach, *FUSE* has been an evergreen success for Renegade since its launch. 2022 will see the release of *FUSE Countdown*, a new entry in the *FUSE* family, one that's playable both standalone or as an expansion for the original *FUSE*!

Veteran *FUSE* bomb-disposal techs may think they have the original game down to a science, but *FUSE Countdown* will throw some new obstacles in their way while also providing some great new tools! Multi-colored dice, Spark cards, new configurations, and Roles all add new elements to the game! Multi-colored dice can fill spots of either color, allowing a new level of flexibility. It's not all sunshine and rainbows though, as split dice will also be subject to any restrictions on EITHER color on the die!

Spark cards are another new wrinkle in *FUSE Countdown*. In the original *FUSE*, if you were unable to take a die from those rolled, you'd roll that die, then EACH player would need to remove a die from one of their bombs matching either the rolled die's color or number. With Spark cards, you'll instead draw a Spark when you cannot place a die. Sparks act like mini-bombs, and all active Sparks must be resolved in order to win the game!

In addition to the stack and pyramid bomb configurations included in the original *FUSE*, *Countdown* adds two new designs, the Wall and the Ziggurat. Bombs with a special configuration add an exciting dexterity component to the game, as if the dice are knocked over for any reason, they must be removed and returned to the bag. After all, bomb defusal is delicate work!

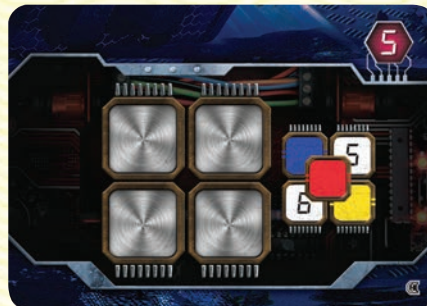
FUSE Countdown's Roles give each player their own unique ability adding an interesting new twist to the game! These powers can come in handy dealing with the added challenges of things like Spark cards! The Explosives Instructor helps get the results



you need, with the ability to re-roll any dice up to three times, but don't take too long to do it, as the clock never stops! The Operations Engineer can add some much-needed flexibility to rolls, with the ability to pick a number before they roll, and swap any dice that roll that number to a wild color or number! If you know you won't need any 4's, you can use your Role to make any 4 rolled into a much-needed wild! With a total of 7 Roles available, Countdown will provide fresh new options for even the most grizzled bomb techs!

In addition to these new features, *FUSE Countdown* also comes packed with a volatile mixture of new bomb cards that use the new mechanics as well as some spicy new twists! As with the original game, you lose if time runs out and there are still bomb cards left to defuse, and if the dice bag is empty at the start of any turn, but Countdown can also be lost if any Spark cards left in play!

FUSE Countdown is playable both on its own or combined with the original *FUSE* for increased variety. Whether you're just dipping your toes into the fast-paced and dangerous world of *FUSE*, or you're a veteran explosives specialist with nerves of steel, *FUSE Countdown* will be available in late 2022 or early 2023 at your friendly local game store!

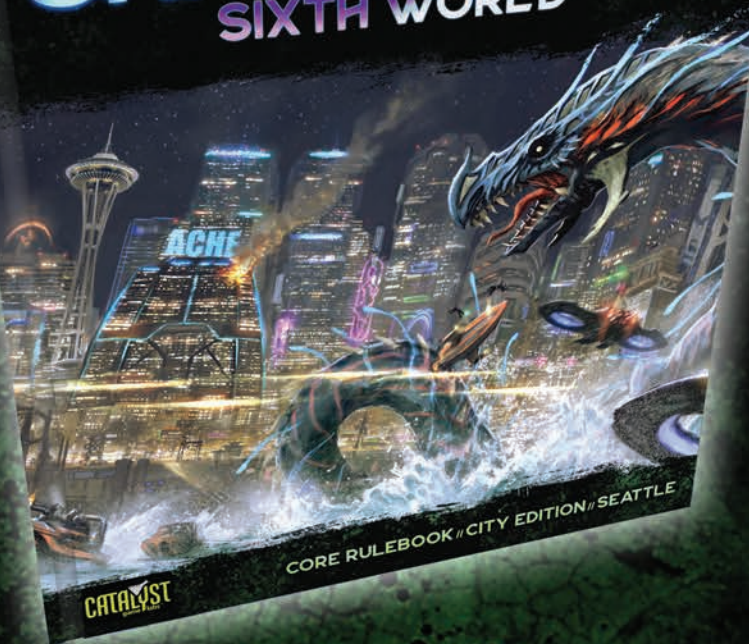




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CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*!

The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

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My Journey Developing Of Dream & Shadows and Lost Ones

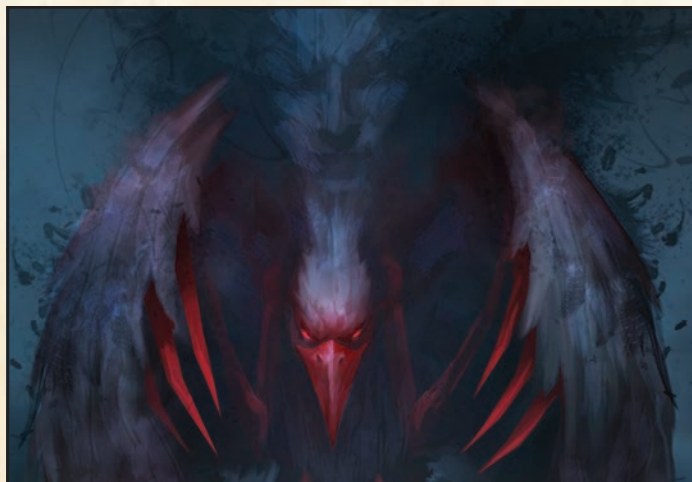
LOST ONES

GNE LO01..... \$39.99 | Available Now!

I've always loved the fantasy genre and grew up playing D&D with friends. I've enjoyed many tabletop roleplaying and board games over the years and drew inspiration from the many stories to work on my own dark fantasy setting. In particular, I am fascinated by old Celtic mythology and wanted to build a world heavily influenced by this theme. I self-funded and launched my first board game, *Of Dreams & Shadows*, at Spiel Essen 2016 where I hit it off with Greenbrier Games. We then partnered together on a global release in 2017 and launched an expansion, *The Monster Within*, a year later. *Lost Ones* takes place in the same world setting and has the same narrative-driven experience, but the gameplay is different. The intent of *Lost Ones* is not to be too crunchy in terms of mechanics, with more of a focus on exploration and story choices.

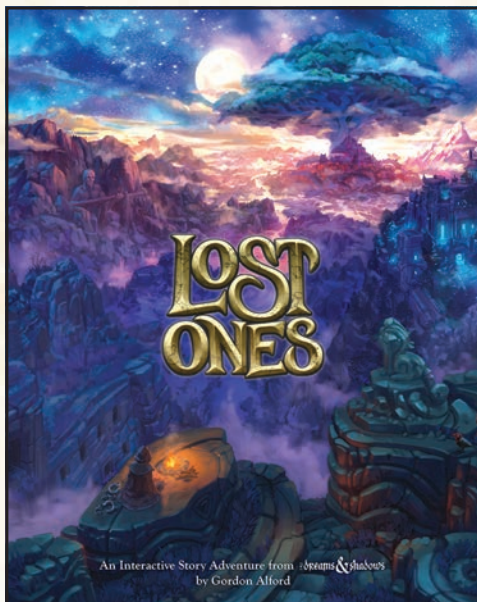
THE CONCEPT BEHIND LOST ONES

In the *Of Dreams & Shadows* setting, people struggle to survive in a world dominated by spirits and other supernatural creatures. While there is an element of horror and bleakness in the world, it is contrasted by a realm filled with wonder and adventure. Humanity has carved out four distinct kingdoms and begun to explore more of the surrounding wilderness. The story begins as ominous signs and prophetic dreams warn of a rising darkness. People have gone missing from their homes and investigators can only find strange stick figures that have been left behind.



Lost Ones begins just before the *Of Dreams & Shadows* game. However, instead of playing as heroes defending their realm, the

players take on the role of up to five youths who are among the missing. Each character has been kidnapped and taken to the Otherworld, home of the Fae. The game begins just as the character escapes captivity during a conflict between warring Fae factions and must now find a way back home.



The Otherworld is like a bright reflection of the real world, where the supernatural Fae dwell. They are creatures that inspire fear and awe as their very nature is born from dreams. The Fae are not one race, but a collection of beings and spirits that have bound themselves to strange rules and customs. Many of the discoverable races and characters have been inspired by Celtic, Norse, Slavic and Native American mythology.

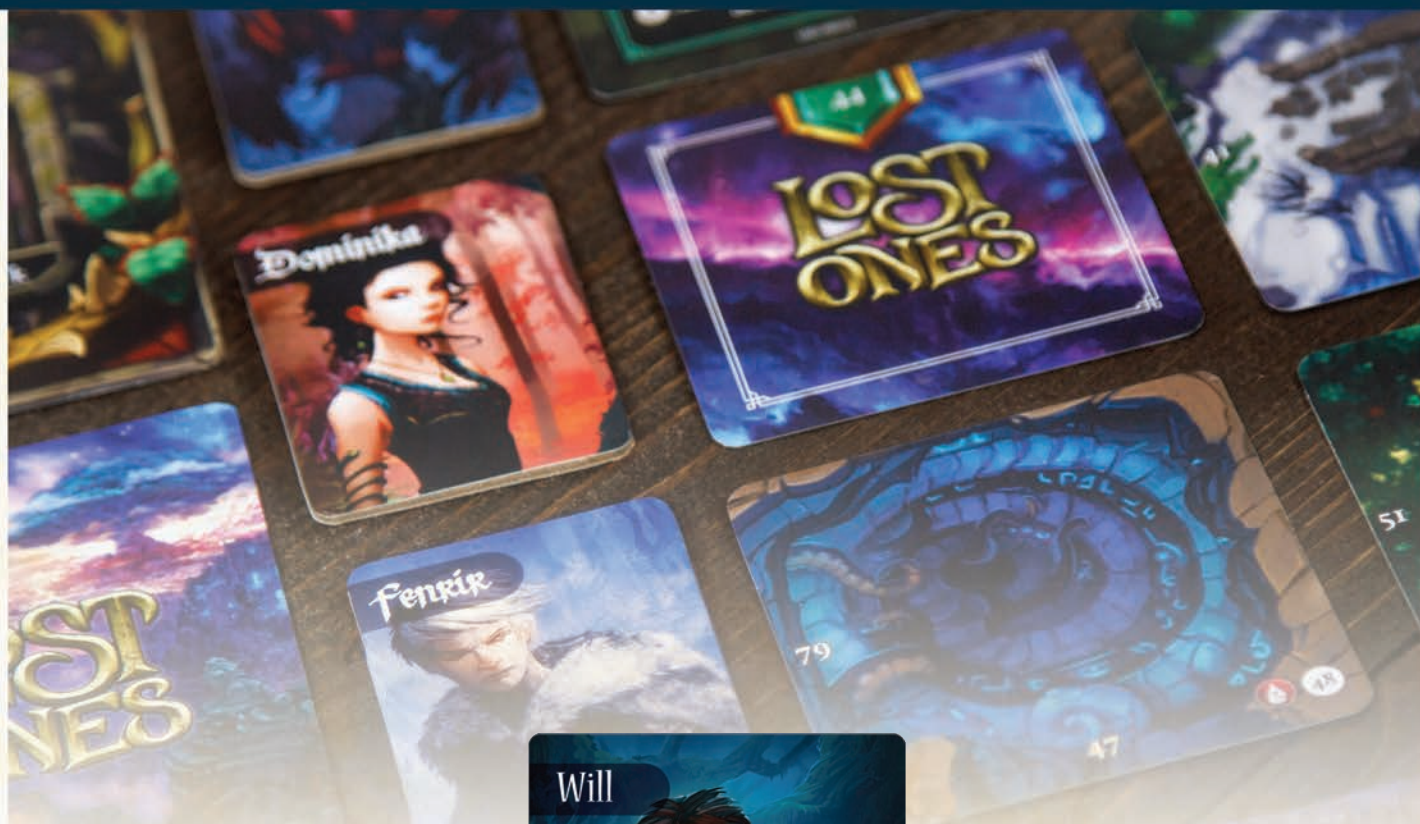
As the character explores the world of the Fae, they will meet a variety of different creatures and spirits. One of the key concepts in this setting, is that those you may think of as "villains" are not necessarily evil for the sake of being evil. They have their own reasons for their actions and, as terrible as those actions may be, they believe they are actually doing "the right thing" or "what is natural". There is the immediate goal of trying to get home. However, there is also an underlying story where you can discover why you were taken and what is actually happening in the Otherworld.



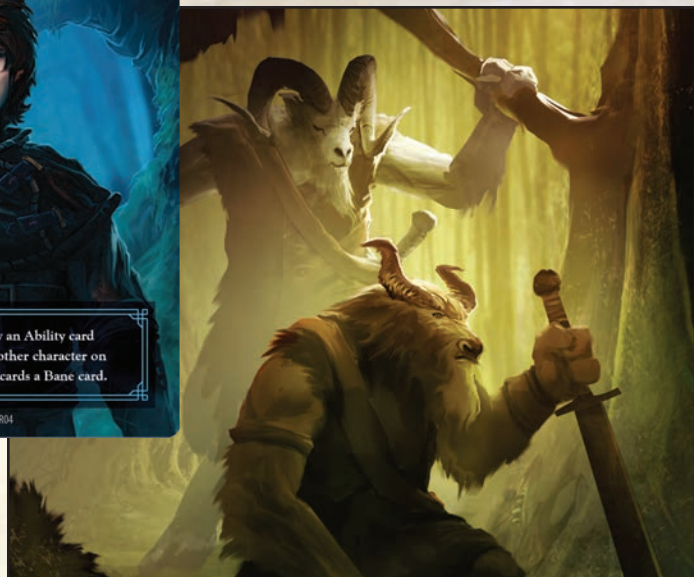
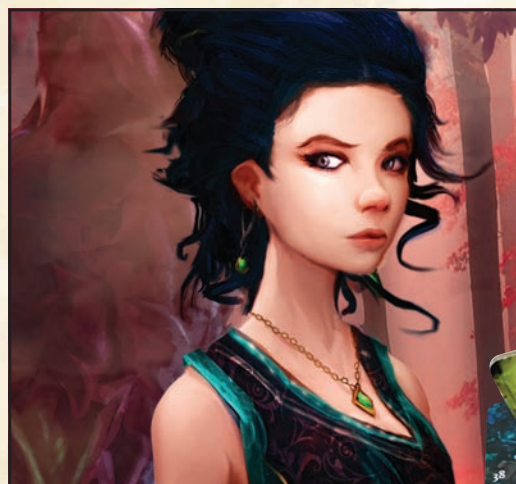
Lost Ones has several connections to characters and events in *Of Dreams & Shadows*. The game will stand on its own story, but people that play both will get a more complete picture of what is going on.

WHAT YOU CAN EXPECT TO ENCOUNTER ON YOUR JOURNEY IN LOST ONES

When exploring a map tile in this game, the character will experience a story encounter that is written in the Story Book. These encoun-



ters often involve choices the character may have to make and tend to link to encounters in other specific tiles. An encounter often requires a player to use one or more Ability cards from their Hand that matches the difficulty level of the encounter. Success could mean learning more valuable information, overcoming an obstacle or even gaining Boon cards that grant magical powers and mythical relics.



character across the map. Certain events will move it closer and, if moved to the same location, the player will lose the game.

The player must locate and find a way to open a Gateway to get home. This must be accomplished before running out of time, having an empty Hand or being caught by Fae sent to hunt the character. Careful use of resources, piecing together clues and acquiring special Boon cards are key to winning the game.

There are several different exit points to escape the Otherworld. Each exit point has a unique ending that is the culmination of a story path filled with choices. There are also over a dozen key decisions to make across story paths that will further change the ending for your character. While there is definitely an end point of discovery, there is plenty of story content to give players enjoyment in replaying the game merous times.

...

As you explore map tiles, stories begin to unfold and you will have to choose which story path to take. Types of actions taken (based on the cards you play) and decisions made will change your character, the story, the ending, and even the landscape of certain tiles. It is very much like a "choose your own path" story that utilizes map tile exploration, ability/power cards and tokens. There are also various Fae that are hunting down the character and one particular creature (the Nightmare) will enter play and chase the



TALES FROM THE OUTBACK BRINGS NEW RULES AND CONTENT FOR

WASTE KNIGHTS

SECOND EDITION



WASTE KNIGHTS: 2ND EDITION - TALES FROM THE OUTBACK EXPANSION
AGS ENWK3..... \$59.90 | Available September 2022!

The Waste is in turmoil. New challenges arise as old technologies, strange cults and pre-Scourge secrets return to haunt the survivors of the apocalypse. From the war-torn west to the struggling east, the inhabitants of ruined Australia are longing for a moment of respite.

Welcome to Australia. The continent is devastated by forbidden experiments of the powerful corporation Cerbero. The government is non-existent as are any laws of men. With each passing day, hope seems to fade along with the memories of past cybernetic grandeur.

But things are about to change, as there are still heroes who care. In *Waste Knights: Second Edition* - the post-apocalyptic game of adventure and survival - you are one of these heroes. One of the warriors who bent in the radioactive storm, but now have risen stronger, to survive the challenges of this ruined world. And now, *Waste Knights: Second Edition* has finally its first expansion, *Tales from the Outback*.



Inspired by cult classics of the genre, *Waste Knights* lets players immerse themselves in a ruined world full of gangs, mutated creatures, sentient machines, and – most of all – unforgettable stories. Designed by Marek Mydel, and published by Galakta Games, it is distributed in the US by Ares Games. The base game was released last year, and the new *Tales from the Outback* expansion adds a plethora of new rules and game content.

Waste Knights: Second Edition is set in dystopian Australia. Each player becomes a rugged hero traveling through the wasteland, facing unnatural weather and weird enemies, forged in long-forgotten laboratories, as well as experiencing adventures full of dramatic choices. The heart of the game is adventuring and exploring the world – players have access to multiple scenarios with plot twists and narratives shaped by their actions. A *Book of Tales* hides encounters and results of the players' interaction with the world, while special cards trigger different effects thematically connected to the current

story line. The game is played on a huge board with over 40 special locations and cities, featuring the map of the broken continent of Australia, completely changed after the cataclysm.



Tales from the Outback adds to the base game four new Adventures (from co-op ones such as *Rise of the Red Lord* to the competitive race found in *Deadly Cargo*) described in the 20-pages long, full-color Guide, and in the main source of stories and background for the game, a new *Book of Tales*. The Book contains hundreds of entries, or story snippets, creating an adventure with many different narrative plots to follow.

The expansion also includes four new Knights for players to choose from - Reverend Evans (Priest), Frank Strzelecki (Judge), Lisa Gomez (Scout), and Warragul (Mercenary) - with highly-detailed minis, accompanying sheets and upgrade cards, four new vehicles to bring your Knights anywhere they want, over 100 cards, tens of tokens and - last but not least - new game mechanics, enabling players to pimp their

rides, fulfill quests, and look for legendary places lost in time.

An 8-page rulebook enables players to easily navigate between the new game components and choose the ones they want to play with. The booklet is divided into sections, each featuring a different game module (mini expansion) - *Call for the Waste*, *Remnants of Civilization*, *Paths of Blood*, *Through the Waste*, and *Dogs of War* - with its component lists, optional rules, adventures, and necessary information regarding the new content. The expansion introduces new rules featuring Landmarks for even better immersion in the setting with new narrative content and strategic options, Parts enabling players to tune and upgrade their vehicles to pimp their rides, City Tasks which provide more open-world gameplay, and new *Wasteland Cards*, tokens and markers for more variety whenever you ride out to the Waste.



Tales from Outback adds lots of new game mechanics, adventure, and replayability to *Waste Knights: Second Edition*, to give players many hours of climactic, immersive gameplay and new tools to survive in *Waste Knights* desolate world. Even more will come in 2023 with the massive expansion *Beyond the Horizon*, in which players leave the continent, embark upon a ship, and sail to post-apocalyptic Tasmania, Solomon Islands, or New Zealand, places known from legends and myths, with new rules for using ships and sea travel, new Knights, and new adventures.

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- Multi-Colored Dice - Can fulfill either color
- Spark Cards - When a die can't be placed, draw a spark card. All drawn spark cards must be resolved in order to win!
- Roles - Unique powers for each player!
- New Cards - New bomb cards and fuse cards with fresh challenges!

THE FAST-PACED GAMEPLAY FROM FUSE IS BACK!

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1-4 Players

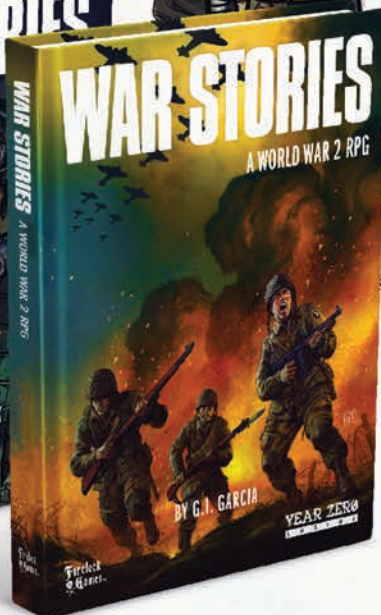
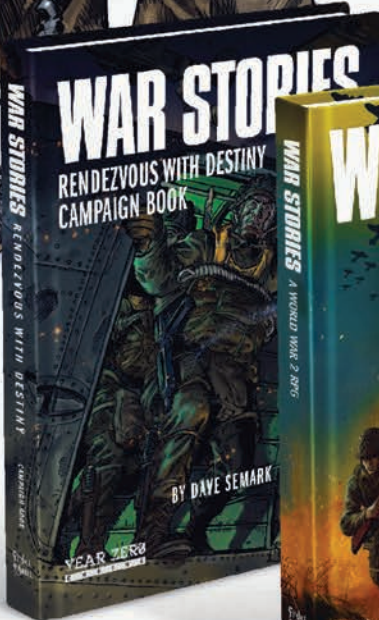
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Blood & Plunder

BRAWLERS OR BULLETS: HOW TO MAKE YOUR PERFECT BLOOD & PLUNDER FORCE

By Mitch Reed

Historical gamers usually have one main requirement of any game they play; do the forces in the game represent the actual capabilities and characteristics of the forces they represent. Do they act and allow me to use them within their historical context and give me a fun gaming experience?

Blood & Plunder is one of the games we play that gets this right and offers a diverse list of forces that gives the player so many options. In the past we have covered some of the different forces in the game and how they suit so many styles of play and the first main decision point a player should address is understanding their play style. Are you a player who relies on aggression or approach the game with some tactical finesse? Once you have decided this, then selecting a force becomes an easy task.

THE BRAWLERS

The force I love to exercise my aggressive play is the Scottish Militia which is found in the **No Peace Beyond the Line** expansion book. They gain the Brawlers special rule which gives you extra die rolls for each 10 you roll in in a fight test and Quick which gives you a free move action when activated with a Spade card. This means that this force is all about moving into contact and fighting.

My Scottish Militia list is usually (at the 150-point level) consisting of three units of Trained Musketeers with six models each and a unit of five Sea Dogs to round out the main forces of my list. I recommend picking a Experienced European Commander and taking two special characters, a Grizzled Veteran and a Standard Bearer. I use these extra models since they give me extra Rally actions which this force really needs.

They key to playing this force is placing them smartly on the game table, where they can not only support each other but also are positioned to accomplish the mission of the scenario I end up playing. Playing this force well has three basic tenets to keep in mind; 1) move to contact, 2) do not stop until you get into contact and 3) do not stop. Once they get into the fight your opponent has only a few options, they can run away, or they can stay in a fight that they will find hard to win.

You also need to ensure you use your commander and special charters for Rally actions, since you need to keep moving to win, a force that picks up a lot of Fatigue and becomes Shaken does you no good. You need to get your Shaken forces back into battle quickly, so the Rally rolls are a required action each game turn.

When I tell other gamers that this is a good force, they often give me a puzzled look, however I have had great success with them and when I gave this list out as a loaner force at a tournament, they player, who was new to the game finished in second place.

Another aspect of this force which deserves mentioning is that the Scottish Militia is just so much fun to play and I have had so many great games with this force.

FINESSE FORCE

Another militia force from **No Peace Beyond the Line** is my go-to force where I want to play a game where I use some fire and maneuver is the Canadian Militia list. This force is a bit larger with three units of the excellent Coureur Des Bois with four models each and upgraded to Veteran. They gain some great special rules such as Scouts which allows them to move through terrain better, Evade which allows them to try to avoid a close fight and

Marksmen which let's them do what they do best, shoot and put firepower on your opponent. These units need to move near one another so they can each support one another so they can select one juicy target per turn and pretty much eliminate it.

Supporting this core force, I use Warrior Musketeers, models upgraded to Veteran. This unit gives you come mobility and options and creates a unit that your enemy must account for during each turn. The final force on this list is a large unit eight Marins with Buccaneer Weapons and Grenadoes. While they do not fit within the theme of this list, they do give you some options if your enemy is playing cautious.

This force is all about using terrain and getting into a good spot to fire and not being afraid to move away from contact at times. The Canadian Militia takes some getting used to, however the learning curve is not too steep if you are not a very aggressive player.

I have found a lot of success with this list especially when I play against a very savvy and experienced player.

THE PLAYER

While the units represent two ends of a wide spectrum of the forces of the units in **Blood & Plunder**, by no means does this represent all the options in the game. As I started with above, these forces are just some of the examples of the rich historical accuracy of **Blood & Plunder**.



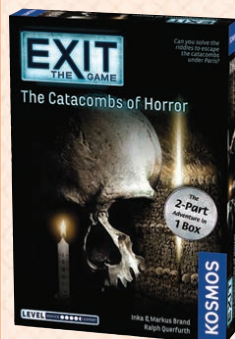
FIVE GAMES FROM KOSMOS PERFECT FOR THE HALLOWEEN SEASON



The leaves are changing, pumpkins are being picked and every food store now has “pumpkin spice” as an option. Fall is here. While there is no pumpkin-spiced-themed *Exit* game (yet), Kosmos has five games that are sure to get you into the spooky season!

Kicking off the list are three titles from the *EXIT: The Game* series, a collection of escape room games that can be played in the comfort of your own home. This set of puzzles and riddles in a box can only be played through once as the game requires you to potentially cut, fold, and mark up components. These are hands-on collaborative games that would be a great activity for a Halloween party or other spooky season event.

One of the newest titles this fall is *EXIT: Return to the Abandoned Cabin* (TAK 692682, \$19.95). It is a nod to the original *EXIT* game, *The Abandoned Cabin*, which was one of the very first titles released five years ago. In this game, you return to the dreaded cabin where you had been trapped several years ago. The evil mastermind behind that cabin full of riddles and sinister puzzles, Dr. Arthur Funbeq, has recently escaped from prison and the police are calling you in to help stop him. This game draws from several classic horror tropes via movies like *Cabin in the Woods* and *Escape Room*, while still being light enough to play with your family.



Feeling a little bit spookier? Descend into the depths of France with *EXIT: Catacombs of Horror* (TAK 694289, \$24.95). This game takes you all the way to Paris to explore the bone-ridden walkways hidden beneath the city. As you journey beneath the city to find your missing friend, you get lost in the process yourself! Will you be able to solve all the riddles and find your way out? Or will you join the pile of bones that surround you? In this escape room style game, you'll need to rip and tear components as well as utilize a candle to free yourselves from the maze of

skulls and bones. Often lauded as the hardest and longest *EXIT* game, it is currently the only one to be played in two parts and has one of the darkest themes. If you love horror, this game will let you live out a Halloween escape room from your home!

Fans of classic jigsaw puzzles will delight in *EXIT: Nightfall Manor* (TAK 692880, \$27.95), another new 2022 release. In this game, players assemble four 88-piece jigsaw puzzles and use them in the game-play to solve different riddles. Thematically, players will journey into the dark forest surrounding their town in search of the



old man that went missing at the nearby haunted castle. This *EXIT* game is lighthearted and family-friendly while still leaning into its Halloween-y vibes.



For a game that is a bit more combat than story-based, look no further than *Karak* (TAK 682286, \$39.95). This cooperative strategy adventure essentially functions as a “baby’s first dungeon crawler” as players choose their heroes and roll dice to defeat a cavalcade of monsters that are infesting the castle. From mummies to knife-wielding rats to skeleton kings, this game is packed with spooky fun that is sure to entertain.



The last bone-shaking title on our list is *The Gloom City Files* (TAK 695135, \$19.95), the latest addition to the *Adventure Games* series. With a 16+ rating, this game is not for the faint of heart. Players take on the roles of four suspended cops who have been pulled back into the crime scene after a kidnapping. The game starts off in an abandoned asylum where you must try and find clues to where the kidnapping victims went while avoiding the nefarious forces who want to stop you.

This game plays like a point-and-click pc-style game where you make choices that will determine whether you are able to save the kidnapping victims or befall a more gruesome fate. You combine item cards to solve problems and unlock new areas. Each character can move independently and has their own special set of skills that will change how they are able to interact with the story. Step into this grim dark crime noir and play through the horrifying tale of Gloom City.

Any of these five games are perfect for a Halloween-themed game night or just as a fun screenless activity that still gives you the feeling of a horror movie. All games will be out this fall from Kosmos!



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This special 10th Anniversary celebration set comes full of new fun for your base-smashing outings. New factions, brand new Titans, a 10 year retrospective art book, an alternate format Big Base, and more! The *Smash Up 10th Anniversary Set* includes the new factions: Mermaids, Skeletons, and the World Champs, as well as brand-new Titans, and a reprint of the Sheep faction for those who may have missed out the first time. It also includes several great components for upgrading your game of *Smash Up*, such as base mats and a new Goblin token, and the all-new Big Base, an entirely new way of playing *Smash Up*!

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ATM 30803 \$3.79

DRAGON SHIELDS: (100) BRUSHED ART



HALLOWEEN DRAGON 2022 (DISPLAY 10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 12079 \$13.99

DRAGON SHIELDS: (100) MATTE DUAL

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



EMBER (DISPLAY 10)

ATM 15054 \$13.99



FURY (DISPLAY 10)

ATM 15055 \$13.99



WRAITH (DISPLAY 10)

ATM 15056 \$13.99

DRAGON SHIELDS: JAPANESE (60) BRUSHED ART



HALLOWEEN DRAGON 2022 (DISPLAY 10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 12609 \$9.49

DRAGON SHIELDS: JAPANESE (60) MATTE DUAL

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



EMBER (DISPLAY 10)

ATM 15154 \$8.99



FURY (DISPLAY 10)

ATM 15155 \$8.99



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DRAGON SHIELDS: PLAYMAT - HALLOWEEN DRAGON 2022 (DISPLAY 20)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
ATM 20509\$22.99

WRAITH (DISPLAY 10)
ATM 15156\$8.99

BANDAI CO.

SPOTLIGHT ON



ONE PIECE TCG: ONE PIECE FILM EDITION STARTER DECK DISPLAY (6) (ST-05)

The Film All Star-Deck commemorating the release of the movie *Red* is now available! This all-star deck features characters from the four films that have been released so far including *Strong World*, *Z*, *Gold*, and *Red*. Popular characters from *One Piece Film*, including Shanks and Uta featured in *RED*, are now available. Battle against your opponents while enjoying the history of the series. Scheduled to ship in January 2023. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2656468 PI

BROTHERWISE GAMES

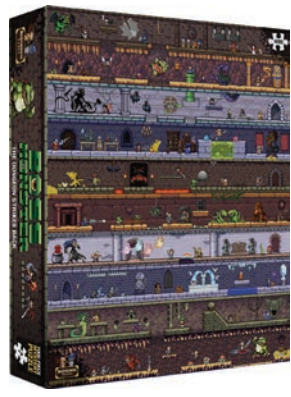
BOSS MONSTER

Scheduled to ship in November 2022.



CARD SLEEVES

These high quality Max Protection sleeves are custom printed with all of the Boss Monster card backs. Each pack contains 200 sleeves, enough to sleeve any of the Boss Monster "big" boxes.
BGM 010\$11.95



BOSS MONSTER PUZZLE

BGM 337\$19.95

CALL TO ADVENTURE

Scheduled to ship in November 2022.



CARD SLEEVES

Perfectly sized to fit your *Call to Adventure* cards, these high quality custom card sleeves replicate the card backs from the game. Each pack contains enough sleeves to sleeve one base game.
BGM 382\$24.95



CALL TO ADVENTURE: PLAYMAT

BGM 021\$24.95

CAPSTONE GAMES

SPOTLIGHT ON

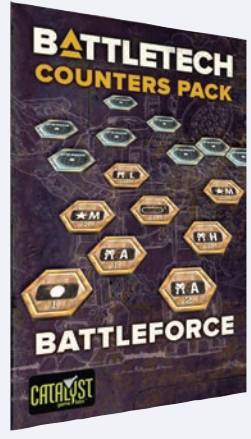
ARK NOVA: ZOO MAP PACK 1

Expand your collection of Zoo Maps in Ark Nova with the Ark Nova: Zoo Map Pack 1! Containing 2 double-sided Zoo Maps, each side features all-new game mechanics and zoo layouts for you to explore! Ark Nova is required to use this product.
CSG FS5101\$9.95



CATALYST GAME LABS

SPOTLIGHT ON



BATTLETECH: BATTLE FORCE - COUNTERS PACK

Five punchboards representing two armies of nearly eighty Unit and Command counters each. Two maps that form a large Strategic BattleForce map; laminated, the back side can be used to create your own worlds.
CAT 35190\$19.99

SHADOWRUN RPG

Scheduled to ship in November 2022.



16-MONTH CALENDAR (GAME MAPS)

CAT 28955\$19.99



ART PORFOLIO

CAT 28902\$49.99



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ENCHANTED PLUMES™



Craft Dazzling Plumages to Win!
Play feathers into plumages in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

SPOTLIGHT ON

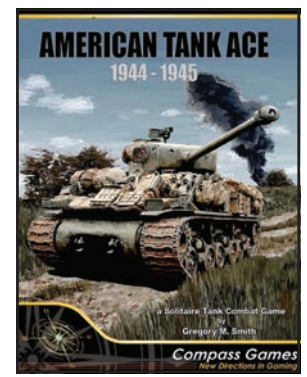


HACK AND SLASH
Hack & Slash is the core Matrix rulebook for *SR6*, and it has tools and rules to explore the full range of the Matrix. With new programs, complex forms, qualities, and much more, this is an essential book for anyone hacking the Matrix — or even using it.
CAT 28006\$49.99

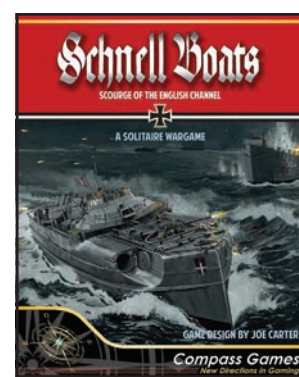
COMPASS GAMES



BROTHERS AT WAR
Brothers at War: 1862 is a quick-playing, tactical wargame exploring civil war brigade command. This is a quadrigame or set of four games, each featuring a full-size, 22"x34" game map and covering battles from 1862: Antietam, South Mountain, Mill Springs, and Bloody Valverde. Scheduled to ship in October 2022.
CPS 1145\$99.00



AMERICAN TANK ACE 1944-1945
American Tank Ace: 1944-45 is a solitaire, tactical level game that places you in command of a U.S. tank during World War II in the European Theater of Operations. Players will make the tactical decisions these tank commanders faced and control the actions of their crew while trying to survive. Scheduled to ship in October 2022.
CPS 1166\$69.00



SCHELL BOATS SCOURGE OF THE ENGLISH CHANNEL
Schnell Boats: Scourge of the English Channel is a solitaire, tactical-level, narrative-driven wargame. Players will take on the role of Kommandant to lead a squadron of 4 German Kriegsmarine torpedo boats or experimental turbojet-powered hydrofoil boats on night missions against Allied forces in the turbojet powered hydrofoil boats on night missions against Allied forces in the English Channel during 1943-1944. Scheduled to ship in October 2022.
CPS 1183\$69.00

COMPOUND FUN

HIVE MIND - SECOND EDITION
In *Hive Mind*, players answer trivia and opinion questions trying to match their answers with other players, scoring points for each match they achieve. They don't have to be correct! They just have to be the same as what other players think. Each round, players will roll the die to determine how many lowest scoring answers move down the player board. Then a question will be asked, and answers given and scored. Once one or more players moves lower than level six, they are eliminated from the *Hive Mind* and everyone else wins. Scheduled to ship in October 2022.
CLP 216\$15.00



EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the
Epic Spell Wars: ANNIHILAGEDDON series.



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All rights reserved.

For more information, visit cryptozoic.com.

MSRP: \$44.95



CROWD GAMES



CITY OF THE GREAT MACHINE

City of the Great Machine is a strategy game set in a grim universe of technocratic Victorian steampunk. The game features the conflict between the Great Machine, an artificial intelligence network, and an alliance of Heroes. The Great Machine is either controlled by a player or is automated, which completely changes the gameplay. The Great Machine controls the City built on mobile platforms in the sky. As the Great Machine, the player (or game AI) commands a force of perfected Servants and mechanical Guards. Scheduled to ship in January 2023.

CGA 07001\$65.00



CITY OF THE GREAT MACHINE: THE ESCALATION EXPANSION

The *Escalation Expansion* consists of 4 separate Modules suitable both for One-vs-Many and Solo & Cooperative play. You may add any of them to your games in various combinations. Scheduled to ship in January 2023.

CGA 07002\$35.00



CITY OF THE GREAT MACHINE: STAND-IN HEROES EXPANSION

The *Stand-In Heroes* expansion adds 6 new Heroes with exceptional abilities and tactics. Each of them takes place of the corresponding Hero from the core game in their last attempt to stop the Great Machine. Scheduled to ship in January 2023.

CGA 07003\$25.00

CRYPTOZOIC ENTERTAINMENT

DC COMICS DBG: MULTIVERSE BOX VERSION 2

Scheduled to ship in November 2022.

CZE 29569\$50.00



CZECH GAMES EDITIONS

DEAL WITH THE DEVIL

Deal with the Devil is a deeply thematic euro-style game for four players set in a fantasy medieval era. Players are competing to build grand buildings in a medieval city. To be successful, you need resources. To get resources, you need to make smart deals, offering the other players things they really need. One of the players is secretly the devil and really needs a piece of your soul. Scheduled to ship in October 2022.

CGE 00066\$69.95



DEAD ALIVE GAMES



OMICRON PROTOCOL

Omicron Protocol is an "intra-apocalyptic", cyberpunk-themed miniatures board game for 1-4 players, where you control a squad of unique characters and a 3rd party enemy to harass your opponent, or play solo/cooperatively as a team to fight enemies, complete objectives, and survive! Every character in the game is represented by a detailed 32mm-scale miniature, possessing their own rich history and personality, as well as powerful cybernetic abilities! Scheduled to ship in January 2023.

DAG 0101\$100.00

DEVIOUS WEASEL

THE MIRRORING OF MARY KING

The Mirroring of Mary King is a 2-player game in which one person plays a mortal woman named Mary King and the other plays the ghost of her ancestor. Each player uses control cards and power cards to exert their influence over the mortal Mary King's psyche to gain possession of her body. Mary's psyche is represented by 12 tiles arranged in a 4 x 3 grid. These tiles are flipped back and forth between mortal and ghost control during game play. The game progresses over five days, starting on Monday and ending on Friday. Each player gets one turn each day. Scheduled to ship in November 2022.

DWE 6000\$29.99



DEVIR AMERICAS



LACRIMOSA

Vienna cries disconsolately... Mozart has died! As one of his celebrated patrons, Constanze Mozart has asked you to recall the most notable anecdotes about her fallen husband, which she will compile into his biography. With mechanisms that include hand construction and hand management, *Lacrimosa* plays over 5 rounds in which you will record shared memories, use scenarios to contract and sell works, visit lavish courts around the continent, and of course... help to finish the Requiem. Will you succeed in honoring the legacy of one of the greatest composers of all time and enter into posterity by his side?

DVR DEVLACRIMOSAML\$79.99

DIRE WOLF DIGITAL

SPOTLIGHT ON



DUNE - IMPERIUM: IMMORTALITY EXPANSION

As the Great Houses wage war, the Bene Tleilax advance their own agenda by trading in genetic innovations. Will you hire Face Dancer spies of unmatched skill? Regrow damaged tissue and organs? Or dare to employ people restored to life as gholas? *Immortality* expands *Dune - Imperium* in new directions. Make shadowy deals with the Tleilaxu to harvest genetic specimens. Unlock the potential of scientific research. Graft cards together to empower your Agents. Explore a universe of possibilities with *Dune - Imperium: Immortality Expansion*. Scheduled to ship in December 2022.

DWD 01012\$30.00



FREE LEAGUE PUBLISHING



ALIEN RPG: HEART OF DARKNESS EXPANSION

Heart of Darkness is a complete Cinematic Scenario for the *ALIEN* roleplaying game, written by sci-fi novelist Andrew E.C. Gaska. It is a stand-alone adventure, but also serves as a conclusion to the *Draconis Strain Saga* begun in the cinematic scenario *Chariot of the Gods* and continued in *Destroyer of Worlds*. The scenario is designed for 3-5 players plus the Game Mother, and is a spiraling descent into soul-crushing madness. Scheduled to ship in October 2022.

FLF ALE016\$34.99



INTO THE ODD RPG: REMASTERED

A rules-light, flavour-heavy roleplaying game of industrial horror and cosmic strangeness. Written by Chris McDowall (*Electric Bastionland*). Graphic design by Johan Nohr (Mörk Borg). 144 pages in digest format. Fast Character Creation. Minimalist Rules. Scheduled to ship in October 2022.

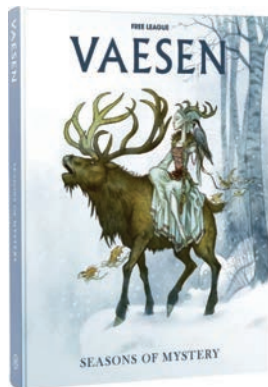
FLF FLW14.....\$39.99



VAESEN NORDIC HORROR RPG: MYTHIC BRITAIN & IRELAND MAPS AND HANDOUTS

This *Maps & Handouts Pack* for *Mythic Britain & Ireland* includes a double-sided full-color print of Francesca Baerald's magnificent map of Mythic Britain & Ireland on one side, and a map of London on the other (size 432 x 558 mm). Also included is a set of printed handouts including maps, letters and clues for the mysteries in the *Mythic Britain & Ireland* book. Scheduled to ship in October 2022.

FLF VAS12.....\$14.99



VAESEN NORDIC HORROR RPG: SEASONS OF MYSTERY

Within these pages you will find four spine-tingling cases for *Vaesen - Nordic Horror Roleplaying*. This book contains four standalone Mysteries, one for each season of the year. A Dance with Death - Travel to the green vales of Dalarna in the springtime to investigate strange events in a remote village. Fireheart - During the summer heatwave of the century, journey south to the ironworks of Smolandia and confront a fearsome adversary. The Devil on the Moor - On the autumnal moors of Denmark, find yourselves in a struggle between the ways of old and the designs of modernity. A Winter's Tale - Cross the Baltic Sea and brave the wintry forests of Ingria, where an unknown being stalks the night beneath glittering stars. Scheduled to ship in December 2022.

FLF VAS11.....\$39.99

SPOTLIGHT ON



THE ONE RING RPG: RUINS OF THE LOST REALM

Eriador, the lone-lands described in *The Lord of the Rings*, comes alive as never before in this supplement for *The One Ring*, the official tabletop roleplaying game based on the works of J.R.R. Tolkien. A region often described as deserted becomes a crucible for adventure, offering many hours of gameplay. Scheduled to ship in October 2022.

FLF TOR005.....\$39.99



VAESEN NORDIC HORROR RPG: MYTHIC BRITAIN & IRELAND EXPANSION

In this expansion to the award-winning *Vaesen - Nordic Horror Roleplaying* you will find a complete guide to the supernatural British-Irish Isles including the great city of London and the countryside beyond. *Mythic Britain & Ireland* is written by industry legend Graeme Davis and illustrated by Johan Egerkrans and Anton Vitus. Three new complete Mysteries to play. Information about the British Society, its founders, and headquarters. A gazetteer of the sprawling city of London, complete with adventure locations and secret societies. Scheduled to ship in October 2022.

FLF VAS10.....\$44.99

PATHFINDER



PATHFINDER FLIP-MAT: CROWN OF THE KOBOLD KING

This map presents for the Crown of the Kobold King adventure the ruins of an ancient dwarven monastery on one side and a rural cemetery on the other.

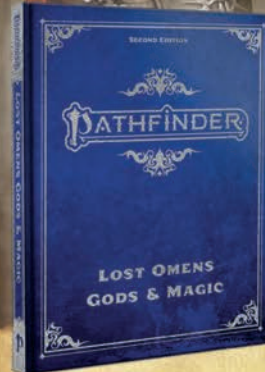
PZ030123 MSRP \$16.99



PATHFINDER AP: FIELD OF MAIDENS

Continue the Blood Lords Adventure Path in which the characters rise from skilled troubleshooters to join the lords who rule a land of the dead.

PZ090183 MSRP \$26.99



PATHFINDER LOST OMENS: GODS & MAGIC SPECIAL EDITION

A resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life.

PZ09303-SE

MSRP \$59.99



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GAMES

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Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoop, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?



45
mins



2-4
players



Ages
14+

GF9 ENHO01 \$40

Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins.



2-4
players



Ages
14+

GF9 DWN01 \$60



Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFMB01 \$65



Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly- refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90
mins.



2-4
players



Ages
14+

GF9 PFSF02 \$60

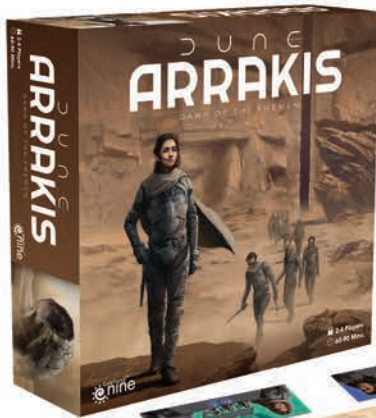


MON TUE

GAMES

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OUT NOW



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



30+
mins.



2-4
players



Ages
10+

GF9 CAV01 \$40



MON TUE

GTM

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2022

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GAMES WORKSHOP

WARHAMMER 40K: SPACE MARINE HEROES 2022 - BLOOD ANGELS - COLLECTION 1 (CDU OF 8)

Space Marine blind boxes have returned! A series of 6x collectible miniatures presented in a CDU that contains 8x blind buy boxes. Each CDU contains 1x of each miniature plus 2 duplicates. Scheduled to ship in October 2022. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

GAW SMH-08 \$64.00



GAMEY



MEAN ROBO

Mean Robo is a competitive strategy card game for 2 to 4 players. In a round, players take turns placing Robos on the game area to target the other player's team. Card placement determines who will blow up in the attack phase. Collect any Robos you blow up, and the player with the most points wins. Scheduled to ship in December 2022.

GMY 2101 \$18.99

RAYRACERS

RayRacers is a fast-paced spatial strategy and survival game for 2-4 players. Players simultaneously place their cards on a game grid to create ray-lines, move across the grid, and make obstacles for their opponents to crash into. The last surviving player wins. Scheduled to ship in January 2023.

GMY 6901 \$22.99



GENIUS GAMES



ECOSYSTEM CORAL REEF

Dive deep to build your own ecological network in *Ecosystem: Coral Reef*, a card-drafting game of marine competition. Players choose, pass, and arrange cards representing a diversity of organisms found in the Great Barrier Reef, including coral, clownfish, sea turtles, and sharks. Earn points by aligning animals with the habitats and food sources where they most flourish. Diversify your food web to maximize your bonuses. Each time you play, you build a one-of-a-kind ecosystem as you strive to balance the delicate connections between all living things.

GEN 1014 \$14.99

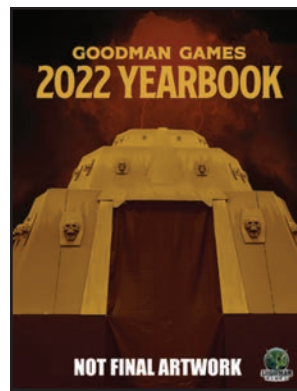
GOODMAN GAMES



FIFTH EDITION FANTASY #23: THE SUNLESS GARDEN (5E)

The Sunless Garden is a 5E conversion of *Dungeon Crawl Classics* #10 by Goodman Games. Originally published in 2004, this classic has been updated to current edition of the world's most popular tabletop role-playing game. Herein you will find all new monsters, player handouts, details on the trading post of Garland's Fork plus all new interior artwork and maps. Available only for a limited time! Written by Brendan LaSalle and 5E conversion by Chris Doyle with cover artwork by David Griffith. Scheduled to ship in November 2022.

GMG 55523 \$9.99



GOODMAN GAMES 2022 YEARBOOK

The 2022 Yearbook contains a bevy of information both entertaining and useful. Within its pages, you'll find interviews, art galleries, new monsters for both *Dungeon Crawl Classics* and *5e* campaigns, two new adventures for *5e* and *DCC RPG*, photographs, random tables, and more! No matter if you like your dice traditional or funky, the *Goodman Games 2022 Yearbook* makes a handy addition to any gaming library. Don't let time pass you by. Pick up your copy today! Scheduled to ship in November 2022.

GMG GC22 \$19.99



MUTANT CRAWL CLASSICS RPG: PETER MULLEN COVER

Adventure like it's 1978 again, with modern rules grounded in the origins of post-apocalyptic role-playing. A fast and easy-to-learn system that is perfect for all ages. *MCC* is 100% compatible with *Dungeon Crawl Classics*, allowing for easy conversion of *DCC* modules and even crossover events. A unique character creation system that funnels potential adventurers through a zero-level game to create a PC you know from the ground up. Includes the introductory adventure *Assault on the Sky-High Tower* to get you into the game quickly. Limited Edition printing featuring new cover art by Peter Mullen. Scheduled to ship in October 2022.

GMG 6200Z \$59.99

HIT POINT PRESS

ANIMATED SPELLS (5E)

Scheduled to ship in November 2022.



CONDITIONS

The Deck of Many Animated Conditions makes tracking effects fun! Whether your character is suffering from Exhaustion or has been Restrained by tentacles, these helpful cards make sure you don't forget what you're dealing with!

HPP ANSP-DK-17 \$29.99

ILLUSIONS

The Deck of Many Animated Illusions brings a classic magic item to life! With a flip of a card, you might summon an illusion of a Goblin, a Knight, or even a fearsome Red Dragon! Fool and confound your enemies!

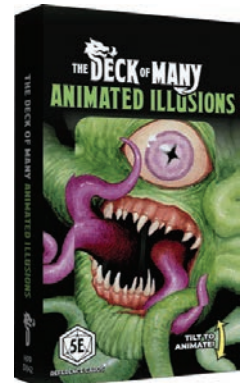
HPP ANSP-DK-18 \$29.99



LEVEL 6 VOLUME 1

The Deck of Many Animated Spells - Level 6 Volume 1 introduces some incredible new spells to your spellbook, whether you want to summon a skeletal army with *Create Undead* or feed your friends with a *Heroes' Feast*! Powerful magic is now within your reach! Scheduled to ship in November 2022.

HPP ANSP-DK-11 \$29.99





Craft your hero. Cast the runes.
Claim your destiny!
In stores this fall.



This standalone set is also compatible with
every game in the award-winning series!





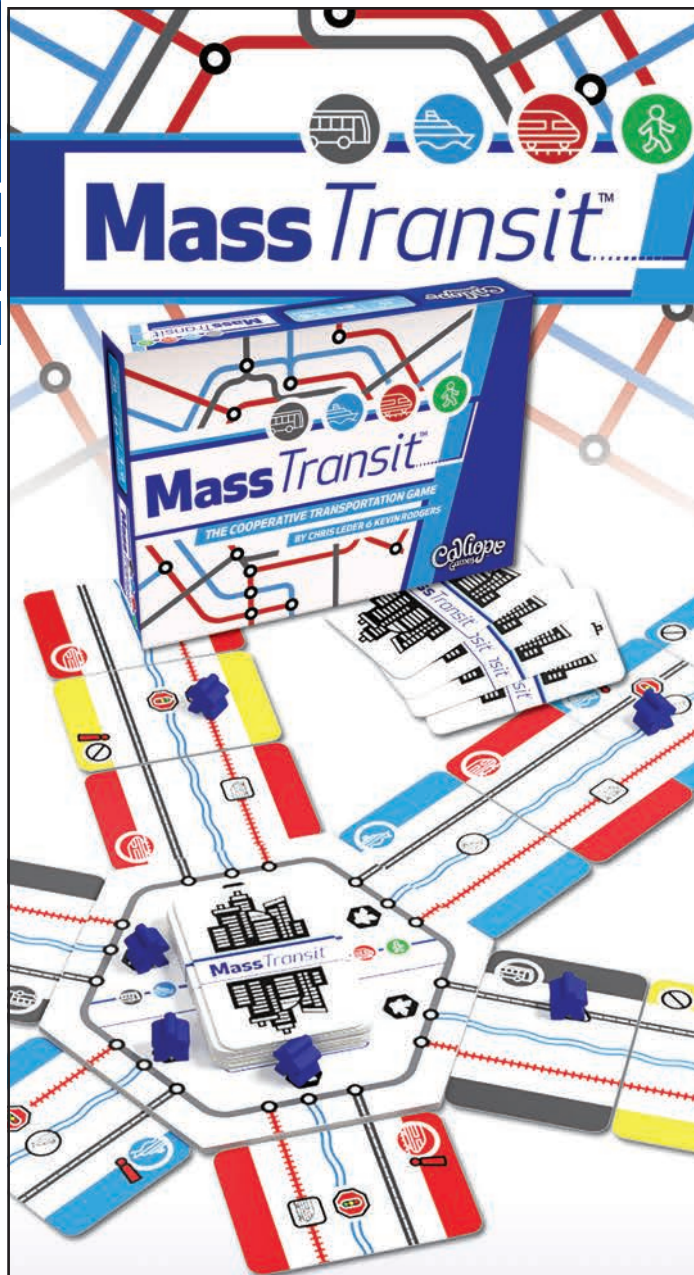
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Mass Transit™

THE COOPERATIVE TRANSPORTATION GAME
BY CHRIS LEEVER & KEVIN RODRIGUES

Calliope Games

**Work Together With Others -
Or Play Solo!**

**Cleverly construct routes and move
vehicles - while avoiding traffic
and red tape - to send six commuters
home before time runs out!**

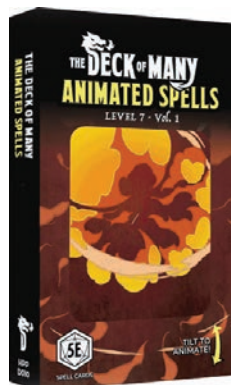


www.CalliopeGames.com

Game play
20
minutes

Ages
8+

1-6
players



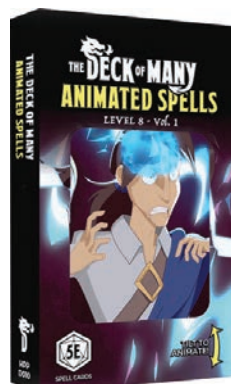
LEVEL 7 VOLUME 1

The Deck of Many Animated Spells - Level 7 Volume 1 brings some truly potent spell effects to your table. Disappear to another plane of existence with Etherealness or turn the tables on your opponents with Reverse Gravity. Hoard the power for yourself!
HPP ANSP-DK-12\$29.99



SPELLCRAFT VOLUME 1

The Deck of Many Animated Spellcraft Volume 1 gives you the power to create magic of your own! Thirty unique and wondrous animated spellcraft cards have customizable backs that can hold any spell you can imagine!
HPP ANSP-DK-20\$29.99



LEVEL 8 VOLUME 1

The Deck of Many Animated Spells - Level 8 Volume 1 puts awe-inducing magical power into your hands. Make an icy Clone of yourself, or stop your foes in their tracks with Power Word Stun. Magic spells at your finger tips!
HPP ANSP-DK-13\$29.99



TOWNSFOLK

The Deck of Many Animated Townsfolk brings 30 unique faces to your cities and villages! From the friendly Dragonborn Tailor to the sinister Human Cultist, these NPCs come with ideas for names, personalities, and more! Bring life to your towns and villages!
HPP ANSP-DK-19\$29.99

HECKNA (5E)

Scheduled to ship in November 2022.



LEVEL 9 VOLUME 1

The Deck of Many Animated Spells - Level 9 Volume 1 gives you access to the most powerful spells available! Rain hell down on your enemies with Meteor Swarm or make all your dreams come true with Wish. The greatest magic is now in your hands!
HPP ANSP-DK-14\$29.99



HECKNA (5E): BOX SET

Heckna! is a 5e adventure story designed to take characters through levels 1 to 10. Game Masters and players alike will delight in this whimsical, dark carnival setting! Will you see through the glitzy and glamorous charade or fall prey to Heckna's everlasting torment? The Heckna! box set contains everything you need to get right into carnival mischief.
HPP HKNA-BL-1\$99.99

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CAMPAIGN SETTING BOOK

Heckna! is a 5e adventure story designed to take characters through levels 1 to 10. Game Masters and players alike will delight in this whimsical, dark carnival setting! Will you see through the glitzy and glamorous charade or fall prey to Heckna's everlasting torment? The hardcover Heckna! Campaign Setting Book contains over 200 pages of goofy and gruesome horror, setting details, shuffled stories component & a bestiary.

HPP HKNA-BK-1\$49.99



ANIMATED SPELLS

Includes 10 new Heckna! themed spells on lenticular cards that animate when tilted! Like our other reference cards, they have all the details on the back.

HPP HKNA-DK-2.....\$9.99



FABRIC "MAPHEW" WORLD MAP

A fabric map made from the remains of poor MapheW. Nowadays he's a chatterbox map that won't shut up about the world around him. Is he an ally, or one of Heckna's pawns?

HPP HKNA-AC-5\$9.99



GM SCREEN

HPP HKNA-AC-6\$14.99



HECKNA LOGO PIN

Show off your love for Heckna with a carnival logo pin! Ignore the voices coming from the pin, it's just... Gobbledygook...

HPP HKNA-AC-2\$9.99



MINIATURES - ENTHRALLED

HPP HKNA-MN-1\$29.99



MINIATURES - GOODIE TWO SHOES

HPP HKNA-MN-6\$29.99



MINIATURES - GOT YOUR NOSE

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MINIATURES - HECKNA HIMSELF

HPP HKNA-MN-2\$29.99



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HPP HKNA-MN-7\$29.99



MINIATURES - SCHNOZLING FAMILIAR

HPP HKNA-MN-8\$29.99



MINIATURES - SUGAR RUSH

HPP HKNA-MN-9\$29.99



PLAYING CARDS

This is a classic playing card deck designed by the fantastic Felix Klar. This foil deck features all the great villains and monsters of The Revelia! Cards are Poker Sized.

HPP HKNA-DK-4.....\$24.99



POPCORN DICE BAG

HPP HKNA-AC-4\$19.99



POPCORN DICE SET

HPP HKNA-AC-1\$9.99



REFERENCE CARDS

HPP HKNA-DK-3.....\$24.99



SHUFFLED STORIES DECK

Want help setting up a story for your Heckna! game? Introducing the Shuffled Stories Engine! The Shuffled Stories Engine helps GM's of all experience levels build out a full-blown Heckna! campaign using a standard deck of playing cards. The cards are split up into smaller 'area' decks based on their values, representing the three main areas of Heckna's world. Each card is tied to an encounter, and cards are drawn from each area deck and arranged into the campaign frame of your terrifying tale!

HPP HKNA-DK-1\$24.99



TAROT CARD BINDER

The Heckna! Tarot Card Binder holds 80 tarot sized cards in this compact form, with gold foiling on the cover and metal corners to protect against wear and tear.
HPP HKNA-AC-3\$19.99



TICKET SET (50)

An assortment of 50 tickets used as in game currency for your Heckna! games!
HPP HKNA-AC-8\$4.99



TAROT CARD DECK BOX

This Heckna! card box is made from a sturdy plastic that can hold 100+ tarot-sized sleeved cards, and up to 4 boxed decks. It comes with 4 plastic dividers.
HPP HKNA-AC-7\$14.99

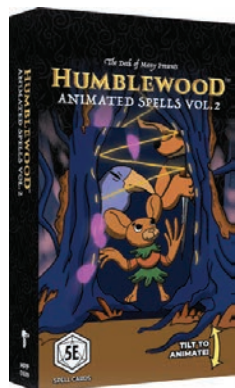
HUMBLEWOOD (5E)

Scheduled to ship in November 2022.



ALDERHEART EMBER DICE AND POUCH

HPP HBWDAC-005\$14.99



ANIMATED SPELLS VOL. 2

Humblewood Animated Spell Cards Volume 2 channels even more magic from the Great Rhythm into your Humblewood campaigns! Grow a fortress with Briar Bastion or chew through any material with Metabolize. Bring the magic of the Wood right to your table!
HPP HBWD-DK-3\$29.99



TAROT CARD BINDER

A tarot card binder to carry around the cards related to you, your spells or your campaigns. Holds 60 tarot sized cards in this compact form. With gold foiling on the cover and metal corners to protect against wear and tear.
HPP HBWDAC-004\$19.99



TAROT CARD DECK BOX

For those who want to organize their cards or a place to put some minis inbetween games. The deck box can hold 100+ sleeved tarot cards.
HPP HBWDAC-001\$14.99



RIFFIN PLUSH TOY

Riffin was the original inspiration behind Humblewood, and now you can keep this heroic, steadfast knight close to you at all times with this adorable plush!
HPP HBWDAC-008\$29.99







- Play across a campaign of 7 chapters!
- Choose a driver and a vehicle and use them for all chapters!
- 3 rounds composed of the wreckage phase and run phase!
- Expands Solo Hero Series (Warp's Edge & Proving Grounds)

1 Players Ages 10+ 30-45 Min
RGS02315 MSRP \$40

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OCT 2022

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INDIE BOARDS & CARD

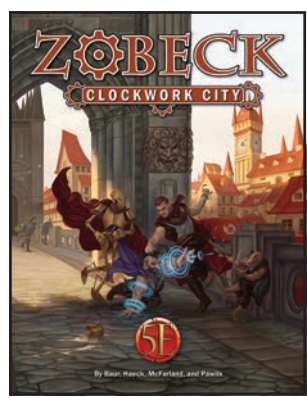


THE RESISTANCE: AVALON BIG BOX

Avalon Big Box is a remastered edition of the classic social deduction game The Resistance: Avalon with a huge amount of additional content added for near limitless gameplay options. Included are 23 distinct characters and numerous optional modules including Lancelot, Excalibur, Plot Cards, Sorcerers, and Rogues that were released as expansions for Avalon and The Resistance. Also included are new roles and modules such as the Messengers, Lunatic, Brute, Revealer, Cleric, Trickster, and Deceiver.

IBC AVABB1\$39.99

KOBOLD PRESS



CLOCKWORK CITY COLLECTOR'S EDITION HARDCOVER (5E)

From the lofty towers of the Collegium to the dark and dirty docks—to the dangerous Underbelly of the city itself—this is Zobeck, the thriving, bustling free city at the crossroads of Midgard. Noted for its clockwork ingenuity and its cutthroat politics, all sorts flock toward the city's opportunities, merchants and travelers, rulers and refugees. Some stay and some only pass through, but everyone has an angle. Bring the city of Zobeck to life in your 5th Edition campaign. Scheduled to ship in December 2022.

PZO KOB9382\$49.99

SPOTLIGHT ON



YU-GI-OH! TCG: SPEED DUEL GX - DUELISTS OF SHADOWS BOX (2023)

Shadows loom large over Duel Academy in the new 2023 Speed Duel GX Box! The Shadow Riders have descended upon Speed Duel and joined forces with other villainous characters from the Yu-Gi-Oh! GX anime series to cause mayhem and unleash the mighty Sacred Beasts. This box set is designed to allow up to 8 players to jump into their own

dynamic gameplay experience with 8 pre-constructed Decks along with a selection of other cards that can be used to customize them. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85946\$29.99

LOONEY LABS



FLUXX: MORE ACTIONS EXPANSION DECK

Ten different Action cards that work with any Fluxx deck. These are fan favorites from a variety of past Fluxxes and former promo cards. Sure to spice up gameplay!

LOO 120\$5.00



FLUXX: MORE RULES EXPANSION DECK

Ten different New Rule cards that work with any Fluxx deck, plus a bonus 3 Meta Rules. These New Rules are fan favorites from a variety of past Fluxxes and former promo cards. The Meta Rules each feature a new way to play Fluxx!

LOO 119\$5.00



FLUXX: MORE SUPRISSES EXPANSION DECK

Ten different Surprise cards that work with any Fluxx deck. These pack includes the four basic Surprises, four less common ones from past games, and two all-new Surprises!

LOO 118\$5.00

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: DARK WORLD STRUCTURE DECK DISPLAY (8)

Reign-Beaux, Overlord of Dark World has received a promotion! This new form of Reign-Beaux Level 8 monster with 3000 ATK can Special Summon itself from the Graveyard (GY) simply by returning a Level 7 or lower "Dark World" monster from your field to your hand. If it is discarded to the GY, you can add a Level 5 or higher "Dark World" monster from your Deck to your hand, and if it was your opponent who forced you to discard, watch out... NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85957\$95.92

SPOTLIGHT ON



YU-GI-OH! TCG: SAGA OF BLUE-EYES WHITE DRAGON STRUCTURE DECK DISPLAY (8) UNLIMITED EDITION

Nothing in the Yu-Gi-Oh! Trading Card Game universe is as legendary as the Blue-Eyes White Dragon. From the earliest of times, Blue-Eyes was the most powerful monster rivaled by very few other monsters. Now the legend comes to crush opponents with its new powers! Behold, the Saga of Blue-Eyes White Dragon Structure Deck built around the Blue-Eyes White Dragon card at its core. That's not all, introducing Azure-Eyes Silver Dragon, a powerful new Synchro Monster whose impact is immeasurable. Never before has a Structure Deck been released revolving around such an iconic card. Scheduled to ship in November 2022. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85857\$95.92



LUCKY DUCK GAMES

SPOTLIGHT ON



TIDAL BLADES: BANNER FESTIVAL

Generate the most profits for your trading house by selling goods, befriending the right suppliers, and making bets at the watercraft race. Opportunities abound in the floating market, but only the keenest trader will prevail! Each turn, aim to play the highest, mid, or lowest Merchandise card to unlock different actions. Utilize multi-use cards in dynamic trick-taking bouts to gain an advantage over your rival merchants. There are numerous paths to victory, but reading your opponents and timing your moves is the key to success! All set in the glorious world of Tidal Blades created by Mr. Cuddington. Scheduled to ship in October 2022.

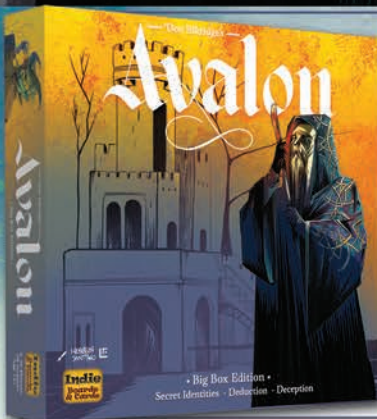
LKY TBB-R01-EN\$39.99



All Resistance and
Avalon content in
one box!

Don Eskridge's Avalon

• Big Box Edition •
Secret Identities - Deduction - Deception



Avalon Big Box Edition is a remastered edition of the classic social deduction game *The Resistance: Avalon* with a huge amount of additional content added for near limitless gameplay options. Included are 23 distinct characters and numerous optional modules including Lancelots, Excalibur, Plot Cards, Sorcerers, and Rogues that were released as expansions for Avalon and *The Resistance*. Also included are new roles and modules such as the Messengers, Lunatic, Brute, Revealers, Cleric, Trickster, and Deceiver.

KEY POINTS

- A very special release for fans of *The Resistance: Avalon*
- Beautiful new artwork
- A beloved hidden role game



Indie
Boards
& Cards



SKU: IBCAVABB1 - MSRP \$39.99





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MONSTER FIGHT CLUB

THE WITCHER RPG

SPOTLIGHT ON



CHARACTERS 1 - GERALT, YENNEFER, DANDELION
MFC 70001 \$20.00



CLASSES 1 - CRAFTSMAN, MAN-AT-ARMS, MAGE
MFC 70003 \$20.00



NECROPHAGES 1 - DROWNER 1, DROWNER 2, DROWNER 3
MFC 70015 \$20.00



NECROPHAGES 2 - GHOUL 1, GHOUL 2, GHOUL 3
MFC 70016 \$20.00



NECROPHAGES 3 - GHOUL 1, GRAVE HAG, GHOUL 2
MFC 70017 \$20.00

NG TRADINGS



SELECT 5
This is a game played 'all at once'. No turn taking. It is an easy game to learn, quick game to play and is highly competitive. You need attention, focus and an eye for sequencing options in an ever-changing environment of available cards. Goal is to get as many Streaks of five cards numbered consecutively of the same color. Wild cards can be used in any color and the final card can be 'stolen' from an opponents open play. Game is fun, interactive, competitive and quick! Scheduled to ship in December 2022.
NGT 0613 \$13.49

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 6 - GHOST KING'S RAGE (P2)
Ghost King's Rage is a Pathfinder adventure for four less-than-good-hearted 18th level characters. The adventure concludes the *Blood Lords Adventure Path*, a six-part monthly campaign in which the characters rise from skilled troubleshooters to join the *Blood Lords* who rule a nation of the dead. The adventure also includes an article about Narakass, deity of renewal and cleansing, along with several artifacts held by the psychopomps, shepherds who bring souls into the afterlife. New spells and new monsters complete the furious finale of *Ghost King's Rage*! Scheduled to ship in December 2022.
PZO 90186 \$26.99

PATHFINDER RPG: FLIP-MAT - SWAMP RUINS
Be it a ruined village deep in a dangerous fen or a soggy hilltop fort surrounded by treacherous marshes, swamps are a classic place to find trouble! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players are ready to explore a swampland location, this map has you covered. With *Pathfinder Flip-Mat: Swamp Ruins*, you'll be ready the next time your players go looking for trouble in the mire! Scheduled to ship in December 2022.
PZO 30126 \$16.99



SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - PATHFINDER SOCIETY GUIDE HARDCOVER (SPECIAL EDITION) (P2)
The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. *Lost Omens: Pathfinder Society Guide Special Edition* details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for *Pathfinder*-related archetypes! Scheduled to ship in December 2022.
PZO 9307-SE \$59.99

STARFINDER RPG: ADVENTURE PATH - DRIFT HACKERS 1 - A LIGHT IN THE DARK
A Light in the Dark is a *Starfinder* adventure for four 7th-level characters, launching the 3-volume *Drift Hackers Adventure Path*. *Drift Hackers* is the exciting conclusion of the *Drift Crisis*, an event taking place across the entire *Starfinder* game line, in which faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes a player's guide filled with character creation advice and new gear designed just for *Drift Hackers* players, along with an *Adventure Toolbox* filled with new rule options and strange alien creatures. Scheduled to ship in December 2022.
PZO 7249 \$24.99



PALLADIUM BOOKS



BEYOND THE SUPERNATURAL RPG: SOURCEBOOK - CREATURE FEATURE
This sourcebook builds on material that has appeared in various issues of *The Rifter* but there is a ton of new material and information useful to both Game Masters and players. A gallery of supernatural creatures. Some new. Some familiar, updated and expanded. All terrifying. Rules clarifications and errata. Game Master source material and advice on rules, psychic abilities, proximity and threat levels, I.S.P. multipliers, and more. Advice about running modern horror RPGs and using supernatural creatures in your games. Lots of adventure ideas, including an updated and expanded full adventure, 'The Squatter.' New background and setting information for the *BTS* setting and a few surprises. Scheduled to ship in October 2022.
PAL 0704 \$22.99

PALLADIUM FANTASY RPG BONUS EDITION HARDCOVER

Due to popular demand, we are giving the original, first Edition rules Palladium Fantasy RPG the deluxe treatment, with a red foil cover on a faux leatherette cover, and expanded page count. We recreate the original, famous Red and Black cover of the original RPG and include the first fantasy sourcebook: *The Arms of Nargash-Tor*. Deluxe hardcover edition. Scheduled to ship in November 2022.

PAL 399HC.....\$55.00



SPLICERS RPG BONUS EDITION HARDCOVER

This is a hardcover edition of *The Splicers* RPG plus bonus material from various issues of *The Rifter* offering War Mounts, The Wasteland, and Living Weapons like the Swarm Lord, Hive insects, etc.. The complete RPG + 50 pages of bonus material. Scheduled to ship in November 2022.

PAL 200HC.....\$45.00



SPOTLIGHT ON



RIFTS RPG: TITAN ROBOTICS SOURCEBOOK

Rifts Titan Robotics is a high-tech toy box presenting new types of armor, sleek power armor, giant robots, vehicles, and weapons sold by Titan Robotics. Ah, but Titan Robotics is much more than just another weapons manufacturer, it is the secret operation of ARCHIE-3 and all part of his plan to monitor and manipulate the outside world. Learn about Archies androids that run Titan Robotics, his current schemes and plans for the future. New Giant Robots. Scheduled to ship in October 2022.

PAL 0899\$22.99

RIFTS ANTARCTICA

Scheduled to ship in October 2022.

PAL 0898\$22.99

PEGASUS SPIELE

KUZOOKA

It isn't easy being an zoo animal. The enclosures are far too small for your needs, the daily routine is boring, and the visitors to the zoo are too obnoxious. You have decided: you need to break out of the zoo, ideally within the next 7 days. There are multiple ways to escape. Each round you will be dealt item cards that you are not allowed to reveal to the other players. By cleverly placing your animal tokens on the path through the zoo, you can communicate which items you have in hand. Discover the most promising escape option and break out of the zoo! Scheduled to ship in October 2022.

PNA 51230G.....\$39.99



SPACESHIP UNITY: SEASON 101

Come to the Interplanetary Alliance, they said. Do something worthwhile and support the IPA in keeping the Galactic peace, they said. Great adventures await! They said... But if someone had told us beforehand that we would have to serve on the UNITY and save the galaxy with this piece of junk, we might have decided differently... Scheduled to ship in October 2022.

PNA 51851E.....\$49.99



STARFINDER

**STARFINDER
ALIEN ARCHIVES 2 PE**

The creatures in this codex will challenge adventurers no matter where in the galaxy they may travel.

PZ07109-PE MSRP \$24.99

**STARFINDER FLIP-MAT:
SPACE STATION PROMENADE**

This double-sided map features a stretch of walk through an ultra-modern space station on one side and a crowded marketplace area on the other.

PZ07333 MSRP \$16.99

**STARFINDER
ADVENTURE PATH: DEAD SUNS**

Starfinder's original campaign returns in a new six-adventure hardcover compilation!

PZ07604 MSRP \$49.99

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PLAID HAT GAMES



HICKORY DICKORY

In *Hickory Dickory*, players each manage a team of mice eager to appease the bewildering bird who inhabits their beloved clock. Ride the minute hand as your mice travel around the clock, hopping off to grab treasures and win Lord Cuckoo's approval. But beware! The minute hand can hold but so many mice and when things get tight, someone is bound to get booted! Scheduled to ship in October 2022.

PHG 3900.....\$59.95

POKÉMON USA

SPOTLIGHT ON

POKÉMON TCG: DEOXY'S V OR ZERAORA V BATTLE DECK DISPLAY (8)

Two Mythical Pokémon V are ready to battle! Choose your fighter: Deoxys V leads a team of Psychic types with its cosmic powers, and Zeraora V flashes like lightning across the battlefield to hit for huge damage. Each deck includes useful Item and Supporter cards to keep you pressing the advantage turn after turn! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29086085.....



PI

SPOTLIGHT ON

POKÉMON TCG: DEOXY'S/ZERAORA VMAX & VSTAR BATTLE BOX

Pick a Mythical Pokémon to stand by your side—each one arrives as a trio of powerful Pokémon V that can take your deck to the next level! You can evolve Deoxys V to harness the high HP of Deoxys VMAX in Defense Form or the devastating VSTAR Power of Deoxys VSTAR in Attack Form—or evolve Zeraora V to counter your opponent's strategy with the hard-hitting attacks of Zeraora VMAX or the lightning-striking VSTAR Power of Zeraora VSTAR.

PUI 29085088.....PI



SPOTLIGHT ON

POKÉMON TCG: ORIGIN FORM DIALGA VSTAR & PALKIA VSTAR PREMIUM COLLECTION

Origin Form Dialga VSTAR wields colossal strength to bend time to its will, while Origin Form Palkia VSTAR soars across the sky and twists the fabric of space! Appearing here in both playable and oversize versions, each ancient Legendary Pokémon boasts a potentially game changing VSTAR Power. To round out this deluxe collection, the star Pokémon also appears as a Pokémon V, metal pin, and shimmering coin!

PUI 29085126.....PI



POKÉMON TCG: HIDDEN POTENTIAL TIN

Once lost secrets become newfound strengths with the powerful Pokémon V in the Hidden Potential Tin! Choose the ghostly trickster Rotom V, the unflinchingly loyal Gallade V, or the fear inspiring Giratina V as a playable foil promo card, and find even more Pokémon and Trainer cards in a handful of booster packs filled with surprises.

PUI 21085148.....PI

SPOTLIGHT ON

POKÉMON TCG: V BATTLE DECK - ZERAORA VS DEOXY'S BUNDLE

Get ready for a major Pokémon battle with a ready-to-play double deck bundle—with extra Trainer cards! This set includes a deck for you and one for a friend. You can choose either Zeraora V or Deoxys V to lead your team in a heads-up battle against another Trainer. Then, switch up the decks and see what things look like from the other side—can you win with both powerful Pokémon V?

PUI 29085087.....PI



SPOTLIGHT ON



POKÉMON TCG: VIRIZION V BOX

Go green and bestow justice with the legendary power of Virizion V! Tend to your allies with the Verdant Wind Ability, then go on the offensive to deliver powerful strikes with the Emerald Blade attack! In this box, you'll find playable and oversize versions of Virizion V, plus a bonus playable card featuring Keldeo. You'll also get a handful of Pokémon TCG booster packs to give your deck a boost before your next match.

PUI 29085120.....PI

PROLIFIC GAMES

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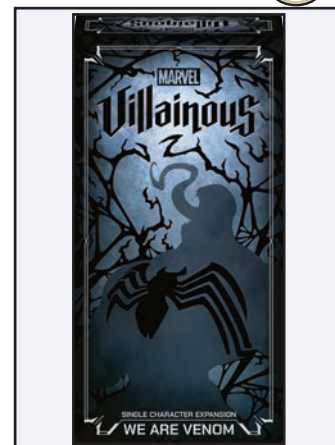
O/A WITCH SLAPPED

In *Witch Slapped!*, you're a wicked witch looking to set up a Gingerbread House in a dark forest and start gobbling up local children. Upon arrival, you discover other witches have the same idea! There's only room for ONE witch in these woods! Time to sling some spells! Somebody's getting Witch SLAPPED!

PLF 700.....\$24.95

RAVENSBURGER

SPOTLIGHT ON



MARVEL VILLAINOUS: WE ARE VENOM EXPANSION

Single character expansion for *Marvel Villainous*. Scheduled to ship in October 2022.

RVN 60001988.....PI

OFFERED AGAIN



O/A DISNEY VILLAINOUS

In this epic contest of sinister power, take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your characters unique abilities and winning strategy while dealing twists of fate to thwart your opponents schemes. Find out who will triumph over the forces of good and win it all!

RVN 60001739.....PI

RACE FOR THE GALAXY

Expansion and Brinkmanship

All of Expansion Arc 1

As empires expand into space, they encounter mysterious alien artifacts and races uplifted to sentience eons ago. Meanwhile, Imperium factions provoke other worlds to ally and rebel as the galaxy drifts towards war. Can you build the most prosperous space empire in these challenging times?



Expansion and Brinkmanship bundles 3 previously published expansions, **The Gathering Storm**, **Rebel vs Imperium**, and **The Brink of War** into a single product, compatible with **2nd Edition Race for the Galaxy**.

Available Now!

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13+
45-90
1-5



STRATEGY

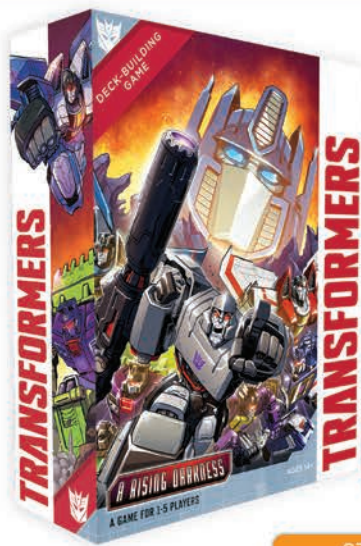
TRANSFORMERS DECK-BUILDING GAME

- Explore the Matrix in this unique deck building experience
- Transform between different modes to battle the Decepticons
- Play competitively or as a solo/cooperative game

RGS02236

\$45

NOW AVAILABLE!



13+
45-90
1-5



STRATEGY

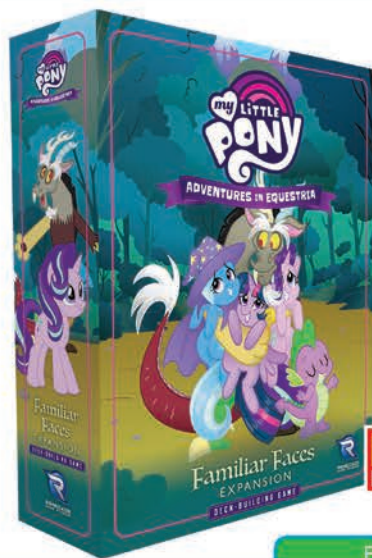
TRANSFORMERS DECK-BUILDING GAME A RISING DARKNESS EXPANSION

- Adds playable Decepticons to the game!
- Rules for Team Vs Team, Autobots vs Decepticons!
- Both Cooperative and Competitive play modes!

RGS02342

\$45

NOW AVAILABLE!



8+
2-4



FAMILY

MY LITTLE PONY ADVENTURES IN EQUESTRIA FAMILIAR FACES EXPANSION

- A cooperative deck-building game expansion!
- New characters include Discord, Trixie, Starlight Glimmer, and Spike!
- New characters, hurdles, and challenges!
- Travel around Equestria to complete tasks and overcome the challenge!

RGS02422

\$30

OCTOBER RELEASE!



14+



ROLE-PLAYING

POWER RANGERS ROLEPLAYING GAME ADVENTURES IN ANGEL GROVE

- Full adventure campaign for a team of Power Rangers
- Explore many locations in Angel Grove and beyond!
- New threats to fight and new maps for tactical combat
- For a party of level 1-5 Rangers

RGS09620

\$45

NOW AVAILABLE!



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STRATEGY

F.U.S.E. COUNTDOWN

- Multi-Colored Dice - Can fulfill either color
- Spark Cards - When a die can't be placed, draw a spark card.
- Roles - Unique powers for each player!
- New Cards - New bomb cards and fuse cards with fresh challenges!

RGS02467

\$35



COMING SOON!



STRATEGY

AMERICAN PSYCHO: A KILLER GAME

- Take on your fellow investment bankers in this game of yuppie one-upmanship!
- Have the best clothes, reservations at the nicest restaurants, and better business cards than your hated colleagues.
- Keep your psychotic rage and rising body count in check!

RGS02434

\$30

OCTOBER RELEASE!



STRATEGY

TRANSFORMERS

DECK-BUILDING GAME DAWN OF THE DINOBOTS EXPANSION

- Grimlock and the Dinobots have arrived to deliver a prehistoric punch!
- Featuring Devastator, on a giant-sized card, as the first playable Combiner!
- New player cards for even more variety!

RGS02420

\$30

AVAILABLE SOON!





RIO GRANDE GAMES

**RACE FOR THE GALAXY:
EXPANSION AND
BRINKMANSHIP ARC 1**

As empires expand into space, they encounter mysterious alien artifacts and races uplifted to sentience eons ago. Meanwhile, Imperium factions provoke other worlds to ally and rebel as the galaxy drifts towards war. Can you build the most prosperous space empire in these challenging times? Expansion and Brinkmanship bundles 3 previously published expansions, The Gathering Storm, Rebel vs Imperium, and The Brink of War into a single product, compatible with 2nd Edition Race for the Galaxy.

RGG 567\$39.95

SINISTER FISH GAMES

**HONK!**

In this fast & fun family game, 2-5 players will gather food cards, collect chunky cardboard geese, and seek out precious golden eggs. Goose on the Loose is a simple game that helps introduces younger players to strategic games. It has low reliance on luck, and is designed to be fun for adults to play too! On their turn, a player can either collect food or feed a goose. Each of the 8 different goose breeds has a specific diet, and so the correct food cards must be used to claim them. The player with the most points wins. Scheduled to ship in October 2022.

SIF 00060\$29.99

ULTRA PRO INTERNATIONAL

**DUNGEONS & DRAGONS RPG:
DICE SCROLL MAP -
SWORD COAST**

The D&D Dice Scroll Map - Sword Coast offers premium dice storage and functions as a dice rolling mat. This Sword Coast Map, illustrated by Devin Rue, is made with a durable Burgundy Red leatherette exterior and a cream colored backing for the map on the rolling surface with D&D ampersands on each end. This soft roll-out mat will safely store your dice and protect your table. The zippered compartment holds 20+ dice. The rolling mat rolls around the zippered compartment and is secured shut with a single tie to look like an ancient leather-bound scroll. Scheduled to ship in May 2023.

UPI 19360PI

**BLUE**

UPI 15913PI

**GREEN**

UPI 15914PI

**LIGHT BLUE**

UPI 15917PI

**PURPLE**

UPI 15915PI

**RED**

UPI 15916PI

**TEAL**

UPI 15919PI

**BLACK**

UPI 15920PI

TRICK OR TREAT STUDIOS

**HALLOWEEN PARTY**

Super fun, fast paced card game; Win by having the most monsters at your party when the cards have run out. Here's the twist; You may not add cards from your hand directly to your own party, you must offer them to another player first before revealing them! Many cards are zingers and will reduce the number of monsters at your party, so watch out whom you accept gifts from! From the twisted imaginings of Bruno Faidutti. Scheduled to ship in November 2022.

TOT HPB01\$9.95

**INCORGNITO**

A family party Game for ages 8 and up. Compete for the title of best "dog" tective by going undercover in InCORGnito! Players must sniff out the secret item by playing cards from their hands, as they attempt to get information on what clues will lead them to the correct answer. Each time you bark up the wrong tree, you'll lower your score, so choose your guesses wisely! This silly family and party game will have all your tails wagging with a woofing good time! Scheduled to ship in September 2022.

UPE 14971PI

VIVID ALCOVE EDGE

Scheduled to ship in December 2022.

SPOTLIGHT ON

**NIGHTMARE PRODUCTIONS**

You are a horror movie studio who has just acquired three new screenplays. Your goal is to produce the most valuable movies, winning you the game. Resource production and allocation game designed by Reiner Knizia. Received The Dice Tower's Seal of Excellence Award. Scheduled to ship in August 2022.

TOT NPB01\$59.95





YELLOW
UPI 15918..... PI



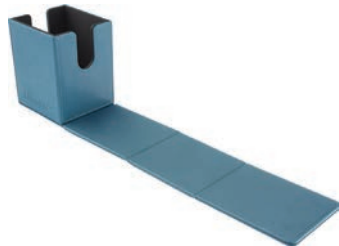
RED
UPI 15924..... PI

VIVID ALCOVE FLIP

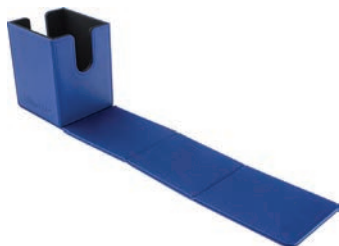
Scheduled to ship in December 2022.



BLACK
UPI 15928..... PI



TEAL
UPI 15927..... PI



BLUE
UPI 15921..... PI



YELLOW
UPI 15926..... PI



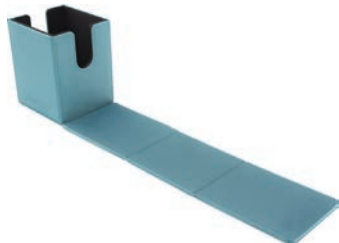
GREEN
UPI 15922..... PI



BLACK
UPI 15943..... PI

**VIVID HEAVY METAL
DICE (2D20)**

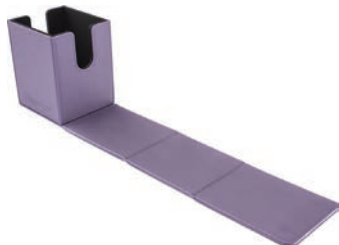
Scheduled to ship in October 2022.



LIGHT BLUE
UPI 15925..... PI



BLUE
UPI 15936..... PI



PURPLE
UPI 15923..... PI



GREEN
UPI 15937..... PI

GET THEM NOW!



GAMES

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LIGHT BLUE
UPI 15940..... PI



PURPLE
UPI 15938..... PI



RED
UPI 15939..... PI



TEAL
UPI 15942..... PI



YELLOW
UPI 15941..... PI



POKÉMON TRAINER: CHALLENGE
An Electronic Game for Ages 4 and up, 1 or More Players. Challenge your Pokémon Knowledge! Evolve from Junior to Senior to Master level. The electronic controller gives you 1 fact and 2 Pokémon. At first the questions are easy, but the more correct answers you give, the more challenging it is! Scheduled to ship in September 2022.
UPE 10291..... PI



POKÉMON TRAINER: GUESS - SINNOH EDITION
An Electronic Game for Ages 6 and Up, 1 or More Players. Test your Pokémon knowledge with Trainer Guess! Just think of a Pokémon and answer the questions. Trainer Guess will figure out what Pokémon you're thinking! Think of a Pokémon...any Pokémon... and Trainer Guess will guess it! After a few questions, the ball will tell you which Pokémon you're thinking of. Scheduled to ship in September 2022.
UPE 10289..... PI



TELL ME CHALLENGE
Tell me you're a board game fanatic without telling me you're a board game fanatic. We'll go first: We made a game out of the popular #tellmechallenge on social media. #TellMeChallenge, also known as "Tell Me Without Telling Me" is a fun trend where social media users ask others to share personal opinions and beliefs without outright saying what they are talking about. Scheduled to ship in September 2022.
UPE 10276..... PI

WARLORD GAMES



BOLT ACTION: A GENTLEMAN'S WAR STARTER SET
Containing two opposing plastic forces set amongst the conflict across the arid desert war of the North Africa campaign, A Gentleman's War contains the Bolt Action rulebook as well as a theatre booklet that guides you through your first steps in the game. Scheduled to ship in September 2022.
WLG 401510004..... PI

WIZARDS OF THE COAST

MAGIC THE GATHERING CCG: 2022 LAND STATION (4)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D05680000..... PI



SPOTLIGHT ON



MAGIC THE GATHERING CCG: JUMPSTART 2022 DRAFT BOOSTER (24)
Each Jumpstart 2022 Booster contains 1 insert indicating the pack's theme and 20 Magic cards revolving around that theme, including 1 card with anime-inspired art, a total of 1-2 cards of rarity Rare or higher, and all the lands you need to play. To play with even more wild theme combos, Jumpstart 2022 Boosters can be combined with packs from any other Jumpstart product.
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D08830000..... PI

SPOTLIGHT ON



MAGIC THE GATHERING CCG: THE BROTHERS
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WAR BUNDLE WOC D03080000..... PI
WAR BUNDLE GIFT EDITION WOC D03140000..... PI
WAR COLLECTOR BOOSTER DISPLAY (12) WOC D03120000..... PI
WAR COMMANDER DECK CARTON (4) WOC D03090000..... PI
WAR DRAFT BOOSTER (36) WOC D03060000..... PI
WAR JUMPSTART BOOSTER DISPLAY (18) WOC D03100000..... PI
WAR SET BOOSTER DISPLAY (30) WOC D03110000..... PI

WIZKIDS/NECA



DUNGEONS & DRAGONS: QUASIT LIFE-SIZED FAMILIAR
You never forget your first encounter with a Quasit - now you can have one in the room with you while you play! The Quasit Familiar is created from resin that's hand painted to show off each and every sharp tooth and pointy claw. This figure is incredibly realistic and sure to bring excitement to your store, game room, or residence with its impressive presence. This iconic Dungeons & Dragons creature is ready to be displayed in a place of honor whether that is perched on a countertop or posted just outside your gaming area, monitoring all who dare to enter! Scheduled to ship in December 2022.
WZK 68508..... PI

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SPOTLIGHT ON



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: ADULT GOLD DRAGON

Scheduled to ship in February 2023.
WZK 90601\$89.99



SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS MAGIC ARMOR TOKENS

Introducing the first set in a new line of exciting D&D miniature products: *D&D Icons of the Realms: Magic Item Tokens*! This line brings some of D&D's most well known magic items in miniature Token form. This set includes 10 magical armor miniature Tokens that can be handed out to players or placed on gaming terrain. Scheduled to ship in January 2023.

WZK 96186\$49.99



SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS TOMB OF ANNIHILATION BOX 1

Something evil is trapping the souls of the dead and draining life from all who have been raised from death by magic. This worldwide "death curse" not only prevents the raising of the dead but also causes creatures that were previously raised from the dead to wither and die. The source of this death curse lies in a trap-riddled tomb hidden beneath a lost city in the depths of a vast jungle. Scheduled to ship in November 2022.

WZK 96150\$49.99



SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS TOMB OF ANNIHILATION BOX 2

Something evil is trapping the souls of the dead and draining life from all who have been raised from death by magic. This worldwide "death curse" not only prevents the raising of the dead but also causes creatures that were previously raised from the dead to wither and die. The source of this death curse lies in a trap-riddled tomb hidden beneath a lost city in the depths of a vast jungle. Scheduled to ship in November 2022.

WZK 96151\$49.99



MAGIC THE GATHERING UNPAINTED MINIATURES

Scheduled to ship in December 2022.



FALCO SPARA, PACTWEAVER

WZK 90607\$4.99

Hive Mind

designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!
Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players

GAMES

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FREELANCE MUSCLE AND RHOX PUMMELE
WZK 90564.....\$8.99



OB NIXILIS, THE ADVERSARY
WZK 90544.....\$4.99



JETMIR, NEXUS OF REVELS
WZK 90543.....\$4.99



RESERVOIR KRAKEN
WZK 90563.....\$49.99



LORD XANDER, THE COLLECTOR
WZK 90608.....\$4.99



ZIATORA, THE INCINERATOR
WZK 90545.....\$39.99



MARVEL DICE MASTERS: SECRET WARS ORIGIN PACKS DISPLAY (8)
Learning to play Dice Masters has never been this easy! Battle Your Favorite Heroes Head-to-Head with Secret Wars Dice Masters! Each Origin Pack features either Spider-Gwen and Spider-Man or Storm and Groot - each duo comes with thematically colored Sidekick Dice! In addition to visually stunning dice, each character card features EXCLUSIVE art that you can't collect anywhere else. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WZK 78409.....\$55.92



SUPER-SKILL PINBALL: HOLIDAY SPECIAL
Super-Skill Pinball brings the excitement of pinball arcades to your table! No reflexes required! Hit bumpers and drop targets, gain skill shots, activate the multiball, and send your ball to the backglass for huge bonuses! About to lose a ball? You can even "nudge" the table—but be careful not to "tilt!" Challenge your friends using the same tables and dice results! See who can score the most points! Or play solo and try to beat your high score! Scheduled to ship in November 2022.
WZK 87557.....\$19.99

WORLDWIDE IMPORTS



CATAPULT FEUD: VOLCANO EXPANSION
The Earth Shakes! A volcano erupts between the castles, spewing lava in every direction. New Gameplay & New Challenges. Volcano Cards bring completely new gameplay options to the feud. Beware the Lava Flows. Fortifications must withstand the lava onslaught as well as enemy catapults. If a volcano fireball traverses your game mat you lose the game instantly!! Scheduled to ship in October 2022.
WWI 721.....\$39.99

WYRD MINIATURES

MALIFAUZ 3RD EDITION
cheduled to ship in September 2022.



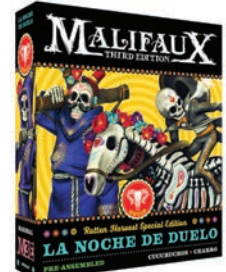
COLDSNAP
WYR 23926.....\$55.00



DOWN TO BUSINESS
WYR 23919.....\$50.00



ROTTEN HARVEST: DIA DE LOS MUERTOS
WYR 21422.....\$60.00



ROTTEN HARVEST: LA NOCHE DE DUELO
WYR 21421.....\$40.00



SCRAPYARD
WYR 23916.....\$55.00



SURVIVAL OF THE FITTEST
WYR 23927.....\$45.00

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BARDSUNG

LEGEND OF THE ANCIENT FORGE 

BARDSUNG

SFL BS-001 \$199.99 | Available Now!

The call to adventure rings through the hills and valleys once more! Released to widespread acclaim in May, including an ENNIE nomination for Best Production Values, *Bardsung: Legend of the Ancient Forge* is now back in stock to meet the dreams of adventurers everywhere.

Don't miss your opportunity to get in on the **cooperative big box** board game for 1-5 players that **Dicebreaker** called "this year's most ambitious dungeon-crawler".

But what sets *Bardsung* apart from the dungeon-crawling crowd?

Well, first of all, you don't have to take our word for it! In their glowing preview, **GamesRadar** said *Bardsung* "has a good chance of winning the dungeon-delving crown".

There's plenty of reasons why you should buy into the hype.

I NEED A HERO

Bardsung's story begins with you sallying forth to confront a horde of hobgoblins who've been plaguing nearby villages. Rumour has it these pesky raiders are taking refuge in the mysterious Ancient Forge.

To undertake this quest, you'll step into the hobnailed boots of a colourful band of adventurers reminiscent of roleplaying classes. Every character is at the beginning of their own path but, as you progress their story, you'll add new strings to their bow — or should that be harp? Decide what kind of hero you want them to be by upgrading their stats, unlocking powerful new abilities, and enhancing their existing skills.



Without giving too much away, you might find more than you bargained for as you plumb the murky depths of the Forge... Get ready for epic campaigns full of excitement, discovery, and high adventure!

DANCE TO YOUR OWN TUNE

Don't expect to see everything the Forge has to offer on your first adventure.

A *Bardsung* campaign starts with a single tile and a destination. Then, through the choices you make, you'll gradually build a branching, labyrinthine dungeon of dangerous enemies, wandering monsters, challenging puzzles, and valuable treasure.





Heavily inspired by choose-your-own-adventure classics, *Bardsung* emphasises player agency. You and your party will always have a say in where you go, what you do, and how you respond to the obstacles the Ancient Forge will throw your way.



And these choices aren't as simple as just picking one door or another. Your decisions impact how the game unfolds, with some ramifications only becoming clear further down the line.

A choice in *Bardsung* is like a stone cast into a pond, causing ripples that spread outward. So, tread carefully! Or be loud and brazen. The journey is yours — it's up to you how you make it.

With the myriad paths in front of you and multiple endings, **no two campaigns will be the same**. You've got countless hours of fun ahead if you want to unravel *Bardsung*'s many mysteries.

And if you're a fan of amazing storytelling, you're in for a real treat. Your *Bardsung* adventures and escapades will unfold with lush narrative from the legendary Rhianna Pratchett, as well as the best storytelling Steamforged Games has to offer, including writing by *ENNIE* award-nominated Richard August!

WHAT'S IN THE BOX?

We've gotten so carried away talking about the incredible lore and mechanics we haven't even said what you get in the box! *Bardsung* brings a whole new meaning to the phrase 'big box game'.

Firstly, we need to talk about minis. There's a whopping 68 minis, including 32 unique enemy models, in the base game.

It's not just hobgoblins you'll find. The Ancient Forge is home to creatures of all shapes and sizes: from ravenous wolf packs and mutant cave sharks to a gargantuan gargantuan demon mini on a 120mm base (if you can even call it a mini at that size)!

Each mini is highly detailed and ready to take pride of place in your collection!

And, as we explained earlier, the 'board' of *Bardsung* is created by tiles laid one-at-a-time as you explore, so the core game includes 20 dungeon tiles for you to build your campaign.

On top of that, there's a full set of RPG dice, and over 900 cards (yep, you read that right... 900!) crammed with information, lore, and everything else you need for unforgettable campaigns.



THE ADVENTURE OF A LIFETIME

What are you waiting for? The chance to tell your own tale of bravery and derring-do awaits! The songs won't write themselves, you know...

Vanquish your foes, discover the secrets of the Ancient Forge, and become the hero you always dreamed of.

Become *Bardsung*.

Bardsung: Legend of the Ancient Forge is available now!



Unleash *a furious inferno*

ARCANE TITANES



DRAGON SHIELD: MATTE DUAL - EMBER
ATM 15054 \$13.99 | Available Q3 2022!
DRAGON SHIELD: JAPANESE MATTE DUAL - EMBER
ATM 15154 \$8.99 | Available Q3 2022!

DRAGON SHIELD: MATTE DUAL - FURY
ATM 15055 \$13.99 | Available Q3 2022!
DRAGON SHIELD: JAPANESE MATTE DUAL - FURY
ATM 15155 \$8.99 | Available Q3 2022!

DRAGON SHIELD: MATTE DUAL - WRAITH
ATM 15056 \$13.99 | Available Q3 2022!
DRAGON SHIELD: JAPANESE MATTE DUAL - WRAITH
ATM 15156 \$8.99 | Available Q3 2022!

Alaric had never wanted to be king, but when the crown was thrust upon his head, he tried to do good by those who had given it. He thought of them now as the fire licked the stumps where his arms had been. He thought of the people as he screamed and as he eyed the jagged pieces of ivory dragon bone, like haphazard spears, sticking out from the pyre. But thoughts of the people fled like spooked dragonflies as he reached for the spears, impaling his stumps so that the dragon bone became new arms. New weapons. When he looked up from the blinding pain of the self-inflicted wounds, he was no longer a king. No longer a man. He was Alaric, fueled by ember and fury. A wraith driven by wrath.

Well, that's one way to start an article about new sleeve colors.

You may reasonably be wondering, "What is this article about?!" Would you still believe me if I told you it is indeed about new *Dragon Shield* sleeve colors? Because it is. But you should know that *Dragon Shield* is never just about new sleeve colors or deck boxes, binders, or other accessories. Every color we select, every product we produce, has a story. Every dragon — and soon, more humans — are fully fleshed out characters and the names of the colors we choose are chosen to represent those characters.

This has been true for all eight of our previously released *Dual* colors, and it is even more so for the new three releasing this fall, bringing the total range to a whooping 11(!). In case it wasn't clear from the snippet above, the newest additions to the *Dual* line of *Dragon Shield* sleeves are called *Ember*, *Fury*, and *Wraith*.

Each box comes with astounding original artwork by Dominik Mayer, a recent *Magic: the Gathering* artistic all-star. His pieces depict the lion-maned dragon Rowan and the shade of Alaric, the leader of a mercenary band who sparked the fire of rebellion against a wicked king, only to see himself fall to the same temptations once he was given the throne. His story is a tragic one, seeing the ember of rebellion burn into an all-encompassing fury that transformed the man into a vengeful wraith, a spirit called to battlefields across space and time to unleash destruction.

Ember is a saturated shade of burnt orange unlike any *Dragon Shield* has produced before, meant to embody that same spark of rebellion that drove Alaric to take on an empire. Fury is a bright, fiery red meant to exemplify the fire that kept Alaric fighting, while Wraith is an ethereal,

almost other-worldly purple that fans of our petrol sleeves will love, and that demonstrates his transformation to a wrathful spirit.

In other words, they're pretty awesome.

As with all previous dual sleeves, *Fury*, *Ember*, and *Wraith* have beautiful colors on the outside, with an impenetrable black interior. The dual range of sleeves was designed with modal cards and card backs in mind. Card backs could occasionally be seen in lighter colored sleeves prior to the innovation of dual, but that is a concern of the past. Plus, with a black interior background, black-border cards look even more gorgeous as the black interior serves to expand the canvas of the card, highlighting the artwork.

For those who play card games with smaller size cards, like *Yu-Gi-Oh!*, we have a twist on the tale. The characters of *Dragon Shield* live in two twin-planets. Standard size sleeves, and their dragons, live in the high-fantasy world of Arcania, whereas small size sleeves and their mechanized Dragon Slayers live in the cyber-punk dystopian future of Raacnia. What is true in one world is usually true in the other, except with a twist.

Whereas Alaric is a hero turned warlord, his Raacnian counterpart Alaria is a warlord turned heroine. The smaller size *Fury* and *Wraith* artwork are the result of a collaborative effort between Yuniur Susanto and Xander Brown while Godfrey Escota and Yuniur Susanto took on *Ember*. Each piece depicts a step along Alaria's journey from cunning warrior princess to righteous sentry standing against the evil Raacnian Empire.

Dragon Shield Ember, *Fury*, and *Wraith Dual* sleeves are available this fall wherever sleeves are sold. As always, standard size packs come with 100+ sleeves while the smaller size have 60 per box. For more information about our dual sleeves, card gaming accessories, new tabletop roleplaying line, and lore, check out www.dragonshield.com.

...

Ian Spiegel-Blum is the Narrative Designer for Dragon Shield. He is responsible for working with artists to create the beautiful pieces on each box and for creating the words and worlds of Dragon Shield. He is also the owner of the local game store The Booster Box in Virginia Beach, VA.

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GAMES

©Disney ©Disney/Pixar

SiliconVania

WIZKIDS

SILICONVANIA

WZK 87572 \$39.99 | Available March 2023!

It's 2035 and vampires have revealed themselves, and are now living among us as ordinary citizens! Looking to expand beyond traditional village life, the Vampire Council is looking to hire a new City Planner to turn Transylvania, the legendary vampire town in the world into the world's newest tech haven! You and your rivals are competing to land the job. Create a diverse cityscape for vampire and animal life, provide plenty of bloodbanks for your citizens, secure contracts and bring aboard the best specialists in the industry. The race is on to present to the Vampire Council the most organized plans for the city to turn Transylvania into *SiliconVania*!

SiliconVania is an innovative bidding and tile-laying game from designer J.B. Howell, with gorgeous evocative art from The Mico!

Several innovative mechanics collide as players bid on building tiles and multi-use specialists provide either one-time bonuses, or end-of-game scoring. Players take the building tiles they win, and place them in their 4x4 city grids, juggling different scoring opportunities, as well as vampire and pet meeples that are looking for places to live!

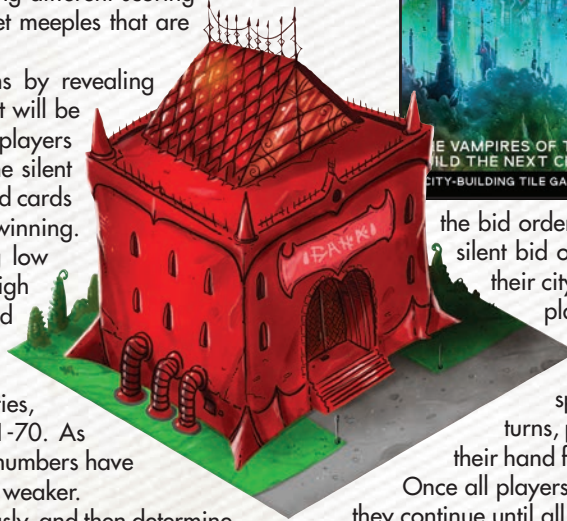
Each of the game's 8 rounds begins by revealing the building tiles and specialist cards that will be available for bidding that round. Then, players use a pair of cards to make their bid: one silent bid card, and one specialist card. Silent bid cards are numbered 1-7, with the highest bid winning. However, you'll get bonuses for playing low cards, and pay resources to use the high cards. You also don't often get your bid cards back, so as the rounds progress, your options will dwindle. The specialist card you play alongside it breaks any ties, since each has a unique number from 1-70. As with the bid cards, specialists with lower numbers have better abilities, while higher numbers are weaker.

Players reveal their cards simultaneously, and then determine



the bid orders. First, players select pairs of tiles in their silent bid order, placing them anywhere they want in their city and taking any immediate bonuses. Then, players use just their specialist bid numbers to choose the order in which they use their specialist ability, and then select a new specialist from the available options. In later turns, players will also place a specialist card from their hand face down, to commit to their scoring ability.

Once all players have done so, the next round begins, and they continue until all the city grids are filled!





For your city to combine the infrastructure of a tech utopia with the needs of its vampire populace, you'll need to make some strange neighbors. You'll get points for having each of the 7 building types, a wide network of blood banks, and proper housing for the vampire meeples your specialists bring to town (mausoleums are always good, but you can fit more in a nice neighborhood, and the tech campus will even do in a pinch if they like to sleep at work!). The vampires also want to make sure all this technological advancement doesn't destroy the biodiversity of their home, so you'll get points for having a variety of animals on your tiles. This includes the bats and spiders you find in local parks, as well as dog and cat meeples you can send to live with your vampires.

A lot of your points will come from the specialists that you commit to your city. There are seven types, each associated with a certain building type, and while each specialist has different abilities when played in a bid, all specialists of a type share the same scoring



condition. For example, Groundskeepers give you 2vp per park adjacent to a building that houses a vampire when committed to scoring, but if you use it as a bid card, you could get 2 or 3 vampire meeples, depending on the card's bid value. Techies look for buildings that share the Innovation types, Engineers look for columns with four different building types, Nobles look for blood banks adjacent to mausoleums, and more! Players will also be competing to develop innovations, find artifacts, and build castles and train stations to make their cities even more attractive to the rising vampire population.

Combining bidding, tile-laying, hand management, resource management and more, with smooth gameplay, *SiliconVania* is one you'll want to keep playing for the rest of your endless, immortal lives!



DESCENDING INTO **CLANK!** CATACOMBS

CLANK!: CATACOMBS

DWD 02006..... \$60.00 | Available Q4 2022!

When the first copies of *Clank!* arrived in gamers' hands in 2016, all of us involved in the project at Dire Wolf were incredibly excited. We were a company that specialized in computer games, but many of us were also passionate board gamers, so dipping our toes into the tabletop pool was an unexpected journey. We were proud of the game we'd created, thought it was really fun, but didn't quite know how it would be received. We met gamers at Gen Con 2016 and... they were incredibly enthused about the game, and it was so great to see one of our games have a physical presence like that!

We enthusiastically got to work on more *Clank!*, and took fans underwater with 2017's *Sunken Treasures*. In 2018, fans got to explore beneath the sands in *The Mummy's Curse*, and we also began a line of galactic *Clank!* adventures... *In! Space!* Both lines would receive even more content over the next several years (including a Legacy game in 2019), and we learned a lot as we explored the game engine's capabilities and possibilities. Part of the fun for us was trying to bring the unexpected to *Clank!* players.

Clank! Catacombs is an example of attempting to do the unexpected and flipping part of the *Clank!* formula on its head. The idea was to take away the known map, and allow players to explore a dungeon as they went. To pull this off, we chose to use randomized square tiles that players would reveal as the game proceeded. One obvious benefit of this approach is that with a modular board like this, replayability would be high. We'd embraced modular maps a bit with *Clank! In! Space!* but while that approach allowed many variations of a space ship to travel through, the players were still aware of the layout of the ship at the start of the game. Still, some of the design approaches we learned from *Clank! In! Space!* were transferable to tile design in *Catacombs*. We had to be careful with how we allocated valuable treasure on a tile, so that players would have to get through appropriate challenges for the value gained. In *Catacombs*, this was easier said than done compared to *Space*, because we allow players to orient tiles however they want as they are found. But we found enough costing tools and enough distinct tile configurations that I think players will enjoy exploring new tiles.

Other things we borrowed from *Clank! In! Space!* were bounty hunters (now "ghosts") and not having a Countdown track. These two ideas go hand in hand because without a Countdown track, the ghosts force an ending to the game, regardless of how quiet the thieves have been. The difference in *Catacombs*



is that ghosts don't arrive based on the Dragon moving up the rage track. Instead, ghosts appear as certain "haunted tiles" are discovered in the depths of the dungeon. Every time one of these tiles is added to the dungeon, a ghost is unleashed and begins to hunt players. So players must pay heed to the amount of undead in the bag when they are deciding whether to push on and collect more treasure, or turn back and head toward home.

One novel concept of *Clank! Catacombs* is the introduction of lockpicks. These are small tokens that players are given at the start of the game, with an implied directive to "use them wisely." Lockpicks are useful for a variety of tasks, from getting through locked doors to discovering Secret Tomes in ancient libraries to picking open valuable Treasure Chests. Lockpicks are related to the challenge of dispersing valuable treasures "fairly" — because players must spend their lockpicks, it allowed us to place some valuables at the edges of tiles, in rooms that





are more easily accessible. But they also solved a big problem we had encountered with some of the first *Catacombs* playtests. In those early tests, as a tile was discovered, the players would populate that tile with its token-based treasure. So, they'd potentially be asked to place a major secret token, minor secret tokens, and an artifact. We didn't like this break in the action as tiles were placed. We decided that we wanted to limit this token placement to just one artifact at most. And expendable lockpicks were critical to reaching that goal. Instead of placing tokens to then be removed by players — and sometimes sat there all game if players didn't decide to venture into those rooms — we turned the paradigm around and asked the players to place a lockpick token only when they wanted to steal



a particular valuable. For example, treasure chests became a potential major secret; if the player wanted it, they would place their lockpick on the treasure chest, marking it as spent and making that plunder inaccessible for their opponents. For minor secrets, we decided to institute a rule whereby there was no need to place the minor secrets on the board, similar to *Clank! Legacy*.

With the new lockpick mechanism, setup for *Catacombs* is very fast compared to other versions of *Clank!* There's minimal board setup: just place the starting tile and randomize the two types of tiles (safe zone and depths), the only tokens that start on the board are monkey idols and mastery tokens. Secrets can be kept in their own separate piles off to the side, and be fetched and revealed as players earn them.

Designing *Catacombs* was very exciting, challenging, and fun. And we think all those adjectives will be experienced by players who decide to make the descent under the mausoleum and into the *Catacombs*!

...

Paul Dennen is VP of Design at Dire Wolf, where he leads the team designing award-winning tabletop and digital games. A longtime tabletop game enthusiast, he has a Computer Science degree from the University of Rhode Island and spent several years as a software engineer before becoming a full-time game designer.



PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #50: DEVOTIONAL SEALS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page – Thursdays evenings at 7pm EST. Dave is joined by veteran hobbyist Jeff Hall, and occasionally by other painters who each bring great painting advice and their own style to the table.

DECORATING YOUR DANGEROUS ZEALOTS!

It really doesn't matter what your gaming setting is – be it sci-fi, fantasy, or even historical – nothing says "dangerous, extremist zealots" better than pages torn from religious texts and affixed to your models.

Medieval flagellants waving sheafs of religious tracts, stout Dwarven clerics holding their books proudly in the face of foul sorcery, or fanatical devotees of the Dark Gods in a far off future affixing devotional seals to their armor before every battle.

While the Space Marines of Games Workshop's Warhammer: The Horus Heresy will often affix 'oaths of moment' to their armor, those of the Word Bearers legion will often take it several steps further and it's actually a fairly simple process to add these seals and pages to your miniatures.

On the opposite page you can see a step-by-step approach to creating your own seals and pages using greenstuff, a two-part epoxy putty commonly used for converting and sculpting miniatures. It takes a little bit of practice to get used to, but can be applied to any dangerous zealot you might have in your collection.

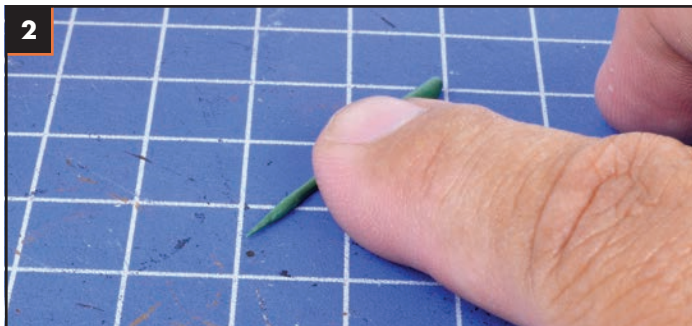
To the left you can see a simple process for painting these seals. Start with a basecoat of VMC Beige Brown highlight with a 1:1 mix of Beige Brown and VMC Ivory, highlight with Ivory, and then carefully paint in your script and symbols with a fine brush and some VGC Charred Brown.



The models used as examples on these pages are from Games Workshop's Horus Heresy range.



Prepare with a cup of water (for lubrication), a sculpting tool, and some greenstuff (a two-part epoxy putty).



Mix the greenstuff thoroughly, then roll out a thin sausage on your mat.



Carefully apply a small part of your thin sausage to the spot where you want your devotional seal. make sure your sculpting tool is wet so that it doesn't stick to the putty.



Use your sculpting tool to carefully trim the bottom of the devotional seal to the length you want.



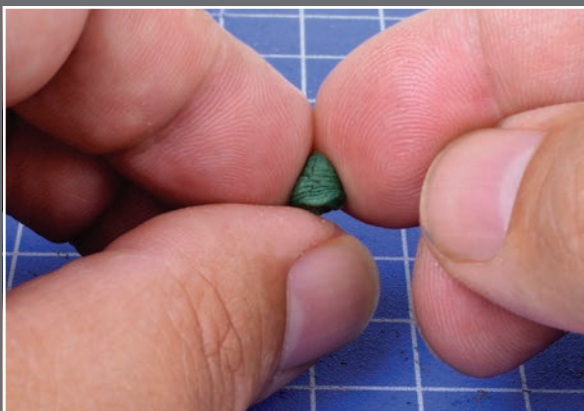
Carefully use your sculpting tool to trim your devotional seal to your desired width.



To give it a sense of movement, you can push your devotional seal around a little bit, curving it back from the front of your model.

MIXING YOUR GREENSTUFF!

The toughest thing about mixing two-part epoxy putties (apart from the stickiness) is getting the right mix for the job. With greenstuff it's best to start with a 50/50 mix to get good results. If you want a harder result that takes a little longer to cure, then mix in a little more yellow. For a more flexible mix that cures faster, add in a little more blue. Never take the mixes further than 60/40 either way.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



EVOLUTION: OCEANS (NSG 531)

From USAopoly/The OP, reviewed by Eric Steiger



12 & Up



2-4 Players



60-90 Minutes



\$54.99

I'm just gonna say it: nobody likes "educational games." You know the ones I'm talking about — trivia games with a slapped-on mechanic, or pages of text designed to "make learning fun" which do no such thing. Which is why it's such a relief when a game is actually good, while at the same time subtly teaching you useful material like evolutionary biology. Naturally, I'm talking about North Star Games's *Oceans*.

In *Oceans*, you are guiding species of underwater creatures through their evolution, hoping to find an equilibrium between overpopulation and extinction for each of them. On your turn, you can play a single trait card, which can either be used to create a new species in the ecosystem, or evolve that trait onto an existing species (a species can usually have up to 3 traits). In general, each species will eat one unit of food from the reef, adding to its population, then age, taking one unit from its population and putting it behind your screen to score a point. But that doesn't last long. Traits from the reef, available during the entire game, can make a species a predator, or a scavenger, a parasite, etc. A predator species can feed by eating from the population to its left or right, whereas a scavenger passively benefits whenever a species near them gets preyed upon. If a species doesn't have enough population to age at the end of the turn, it will go extinct; on the other hand, if a species grows so much that its population exceeds 10, it falls victim to disease and loses nearly half its population.



Naturally, you can try to control your own little ecosystem by placing a grazing or filter feeding species next to a parasite, next to a bottom feeder, etc., and building a nice efficient scoring engine. But species that are "next to" each other aren't necessarily only controlled by the same player, and your opponent on your left or right might take advantage of your conveniently helpless prey species and chow down with their own predator.

For the first half of the game, there are only 12 traits (Surface cards) to draw from, limiting options and making each species' strengths and vulnerabilities relatively predictable. But when the food starts to run out, you'll have to go...deeper. When the Cambrian Explosion kicks in, the game will accelerate, and you'll have access to the Deep. The Deep is a deck of 100 different traits, with various

costs and massive game-breaking powers, that make your species truly unique. Since there's only one of each Deep card, it's impossible to know exactly what an opponent is capable of doing to your poor fishy population until they do it.

Additionally, the fish tokens live in 3 separate zones - the shallows, and the 2 ocean zones. Your trait cards can be used to migrate cards between those zones, and the reason you want to do this is because there are randomly-chosen scenario cards that live in the 2 ocean zones. Whenever an ocean zone is empty, the scenario card in it is active, granting bonus points, or special abilities, or other modifications to the game.

The great part of *Oceans* is that a species can very easily rise to the top of the ecological ladder... but it can't stay there long. A massive predator whose food supply dries up won't be long for this world, while a grazing filter feeder can explode its population...right up until the point where it suffers catastrophic disease and becomes predator chow. By contrast, you could have a species that quietly reaches equilibrium, efficiently defending itself against predation but never breeding very heavily.

Oceans isn't meant to be an "educational game", but a good engine-builder that happens to teach a surprising amount about evolutionary biology and survival tactics through direct experience. The most "successful" species isn't necessarily the one that breeds

the fastest, or eats the most, but is able to survive longest and adapt to constantly changing conditions with the least amount of work.

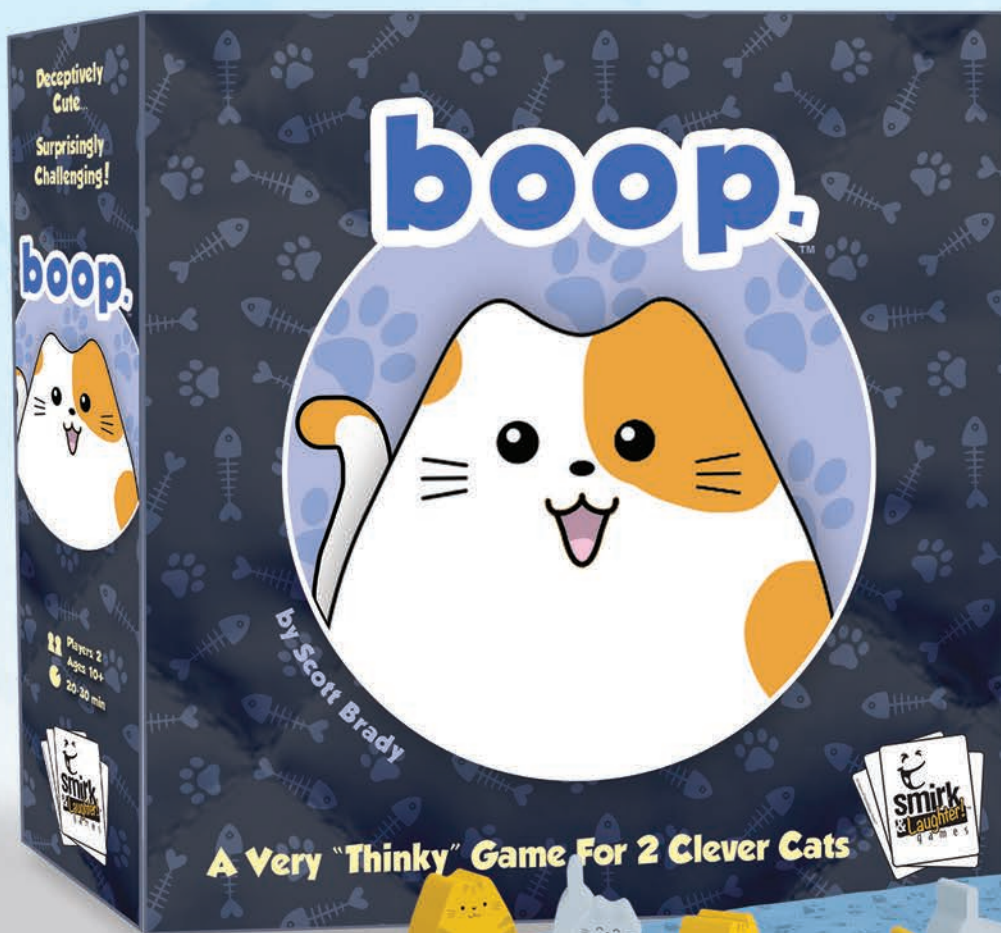


While the retail game of *Oceans* doesn't have quite as much bling as the deluxe version (plastic fish, cloth bags, etc.), it plays just the same, and the components are still quite nice - the cards feel good, and the art is absolutely gorgeous. I would definitely recommend dipping your toe in to this one.

...

Eric is your friend, and friends wouldn't let you play bad games.





**A deceptively cute,
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Every time you place a kitten on the bed, it goes “**boop.**” Which is to say that it pushes every other kitten next to it one space away. Line up three kittens in a row to graduate them into chonky adult cats... and then, get three cats in a row to win.

But that isn't easy with both you AND your opponent constantly “booping” kittens around. It's like... **herding cats!** Can you “boop” your cats into position to win? Or will you just get “booped” right off the bed?

*The talk of Origins
and GENCON!*

October 2022

SND 1009
\$34.99



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STARFINDER RPG: DRIFT CRISIS HARDCOVER (PZO 7119)

From Paizo Publishing, reviewed by John and Isaac Kaufeld

 16 & Up	 3 - 7 Players
 120+ Minutes	 \$44.99

It just happened. No warning, no explanation. If you were lucky, you heard emergency klaxons and the sound of gear and crew members crashing into the ship's bulkheads. If you weren't lucky, then everything you knew simply ended. Including you.

In the *Starfinder* universe, the Drift is the superhighway of space travel and galactic communication. Revealed when the machine god Triune ascended over 300 years ago, the Drift changed everything. And then it was gone.

Drift Crisis is a new rulebook and setting guide from Paizo for their *Starfinder* roleplaying game universe. The book contains plenty of goodies for players and game masters alike, but game masters come out a little ahead.

Let's look at the top five things you need to know as the galactic devastation known as the Drift Crisis takes hold.

SOMETHING COMPLETELY DIFFERENT

Drift Crisis is very different from other source books in *Starfinder*. Some books give general information on a certain theme, like *Galactic Magic* or *Tech Revolution*. Others primarily exist to introduce new creatures or character options, like the *Alien Archives* and *Character Operations Manual*.

This book chronicles a traumatic, galaxy-level event: The disruption — and perhaps the end — of the Drift. This isn't a food shortage or communication disruption affecting one or two worlds; this is happening everywhere at once, across multiple planes.

THEMES IN A HIGH-LEVEL CRISIS

By unplugging the Drift, Paizo's team laid a foundation that game masters can take in an infinite number of directions. It also created new story tensions as previously unknown or minor groups discovered broad opportunities.

The Drift crash means that regular travel lanes and traditional communication channels are breaking down. People are missing, and ships have disappeared, been destroyed, or crash landed in strange locales.

Refugees are pouring into Absalom Station because of its still-working Drift beacon. That's causing fear and uncertainty in the local populace and driving political unrest. And there seems to be growing interest in ways that magic could solve problems instead of trusting more technology.

Things are a mess everywhere — it's exactly the kind of situation that clever game masters and enterprising players love.

THE PLAYER PERSPECTIVE

The first quarter of the book is dedicated to describing the Drift crash itself, outlining player character options, and offering news of how the crisis is affecting the Pact Worlds and beyond.

Each planet of the Pact Worlds gets a brief update, with a two-page spread devoted to the planets of the Veskarium. The Near Space section is particularly interesting thanks to new details about lesser known planets, corporations, and organizations such as the Eyeswide Agency.

Players get access to crash-related class options, four themes, and several pages of technological, magical, and hybrid gear. You can also find new feats and gear scattered in chapter 2, but talk to your GM about it if you play in a home game. Your GM might want to keep that information for themselves.

ADVENTURE HOOKS GALORE

A disruption as big as this is bound to make an impact on the settings of your at-home *Starfinder* games. But how can you as the game master bring the Drift Crisis to the players around your table at home?

Chapter two of the *Drift Crisis* book has just what you need: Adventure Seeds.

Each of the 20 seed sections gives you an adventure theme, the factions involved, locations for the action, and suggested character levels. It also helps you quickly bring the setting to life for your players with plot outlines, special equipment, named non-player characters, and a GM Resources table for filling in background activity.

CONNECTING WITH ORGANIZED PLAY

Season five of *Starfinder Society Organized Play* focuses on what's happening in the Drift. The *Drift Crisis* book is legal for play in Society games, although Paizo published several clarifications and a few limitations for items in organized play.

One of the most interesting character opportunities involves the Drift Crashed theme. Players can unlock this theme by playing in the multi-table convention special 4-99: A Time of Crisis. Once you gain access to the theme, you can use it on new characters plus retroactively apply it on any of your current characters, thus replacing their original theme.

VERDICT

If you love playing *Starfinder*, running games, or just reading the background information about the universe and tracking what's happening where, the *Drift Crisis* book is a must-have for your shelf.

The new characters options help players bring out the best in their creations as they adapt to the chaos unfolding around them. Game masters will be able to quickly tailor adventures filled with prosperity and peril to meet their players' needs, and then hook those stories to bigger arcs happening in their own storylines.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



AVAILABLE NOW!

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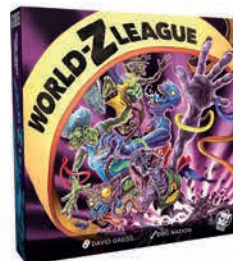
2-5 PLAYERS | 60 MIN | AGES 14+
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MOUNTAINS OUT OF MOLEHILLS (USO HB145745)

From USAopoly/The OP, reviewed by Brian Herman

 9 & Up	 2 - 4 Players
 45-60 Minutes	 PI

While preparation is all well and good, sometimes you must just jump into a situation blind. Sometimes not knowing what's to come next can add to the joy of an experience. It was with this mindset that I opened The Op's game *Mountains Out of Molehills* and dove in to play my first game. I hadn't read any reviews or seen any how to play videos, I just ripped open the box, poured over the instructions and set up the game. All the while not knowing what was to come next, the anticipation rising.

Setup is fairly quick, first using the very game box to create a two-tiered structure with a gameboard grid below representing the underground, and a matching grid above representing the surface. Each player then chooses a unique mole character and 30 matching molehill pieces in that mole's color. A selection of "King of the Hill" tokens is shuffled and dealt to each player to establish the turn order. In turn order, each player places his or her mole in one of the squares on the underground facing a direction of that player's choosing, placing a corresponding molehill piece on the surface area above their figure. A deck of "Movement" cards is shuffled creating a draw pile, and the scorepad is given to the person who most recently dug a hole. The game can now begin.

Gameplay for *Mountains Out of Molehills* happens in three phases. First is card drafting, where a grid of cards is laid out face up in the common play area containing 5 cards per player in the game. Then in turn order, each player picks a card from the table and puts it in his or her hand. Once all players have collected 4 cards, the remaining cards on the table are discarded and the next phase can start. In the Planning and Movement phase each player chooses what their mole will do for the entire round, placing their 4 drafted in whatever order they desire face down in a small stack in front of them. Once all players are ready then each player in turn order will reveal their first card and move their mole accordingly. As each mole moves, a molehill marker is placed on the surface board above each mole, starting with the bottom of the stack. If moles bump into each other, they stop. If they bump into a rock token placed by a card, they roll a die and wander off in a random direction for the remainder of their movement.

Once all players have moved, the final and scoring phase can begin. To score, players can check the surface area of the board for the different colored molehill tokens. For each molehill stack on the surface, check the bottom or "base" colored token. That mole controls that molehill and scores

1 point for each piece in that molehill regardless of the rest of the colors. Next, the "King of the Hill" turn order tokens are redistributed according to who has the most tokens at the top of each molehill. After

this, movement cards are laid out again and another turn starts over with phase 1. After 6 rounds of this, whoever has the most points is the winner.

An interesting mechanic is that each molehill stack has an escalating number of maximum tokens it can support before the molehill topples over from round to round. When a molehill topples over due to a molehill piece being placed above the maximum number set on the scorepad, it topples in a direction of the active player's choosing, sometimes adding to other molehills and making them topple as well and sometimes falling off the board entirely. This added layer can sometimes make adding a 4th piece of molehill in the 3rd round a make-or-break situation.

I didn't expect to like *Mountains Out of Molehills* as much as I did, being a gamer that enjoys controlling my own destiny fully. However, the random chance of making blind choices and the two-tiered design of the gameboard won me over in the end. Making your choices for the entire round before being able to see the ramifications of those actions is both suspenseful and exhilarating at once. Sometimes not knowing what comes next can be a good thing.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



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LOST ONES (GNE LOO1)

From Greenbrier Games, reviewed by Thomas Riccardi

 14 & Up	 1 - 4 Players
 45 - 90 Minutes	 \$39.99

You are unsure how you have gotten here only that you were taken some time during the night. As you become aware of your surroundings you notice that you have been dragged into the Otherworld. This world is inhabited by the Fae and a long road lies ahead of you; will you have what it takes to get back to your own world or will you be stuck in this place forever? This is the setting of the latest game by Greenbrier Games as you find yourself among the *Lost Ones*.

Everything your journey will need to travel through the lands of the Fae is included in this boxed set, even a rule book that doubles as a story book as well. There are also 128(!) map cards that you will use to explore this strange new world. You have your choice of five characters to choose from each having their own background on how they arrived in this new world. Each of these characters has a standee along with an additional one who is the Nightmare which is someone to avoid. The rest of the contents consists of cards and tokens that will be used for your character's abilities, boons, banes, etc.

Lost Ones is a cooperative game in which you and your friends are looking for a way to escape the world you have been dragged into. You can either tackle this challenge solo or play with up to four players. The game is set up first by placing map tile number one in the middle of the playing surface leaving room for other tiles as you explore. Next, depending on how many players are participating, you draw the corresponding ability cards and read off the prologue while noting the first player on the board. The reason for this is that player will be the one with the nightmare which will also be a threat to everyone...but more on that in a bit. Once the game is set up read the prologue and get ready to explore the lands of the Fae.

During each round players can perform the following actions:

- 1) Explore a new map tile: This is done by moving a direction (north, south, east or west) and drawing from the map tile deck. Once the tile is placed you will read the corresponding number located in the bottom right in the story book. Each of these tiles has a certain attribute associated with them that will impede the players progress and there are two that need to be paid close attention to.

The first is the Fae rings as they will advance the phases of the moon. This needs to be paid close attention to because if the players do not escape by the fourth phase they are trapped forever in this realm and the game ends.

The other part is the nightmare tile as this will spawn in a nightmare as it will pursue the characters. If a nightmare inhabits the same space as one of the characters then the



game is lost. Lava, Blizzard and Underwater tiles can only be passed with certain abilities however, if those abilities aren't possessed you will lose an ability card and — in some cases — move back to the tile where you came.

There are also Bane and Foe cards where you either have a Bane card attached to your character or have to defeat a foe on the tile or lose the game.

- 2) Move: You are able to move as many spaces as you like as long as there is not an action that forces the characters to stop.
- 3) Complete a Story Encounter: Each of the tiles has a number that is associated with the story book. In order to resolve what is on the tile you must resolve the corresponding actions associated with that tile.

The actions are Search, Talk, Solve, Evade, and Challenge; if other players are within that tile they can assist with cards from their hand. Once the conditions are met, they can either move to a corresponding space or ones with a lock symbol. This is important as these decisions will change the landscape of the world they are exploring.

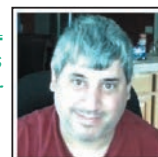
- 4) Activate a Boon card: You may activate a Boon card in your hand if you have one that negates some of the effects found in this realm.

The only way to win is to reveal parts of the mystery, find the Hallows Tree and open up a gateway home.

Lost Ones is a rich storytelling game that can be enjoyed with friends or solo and if you want to know more about this and their other games go to <https://greenbriergames.com/> and try to escape from the lands of the fae.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Ages: 13+

Time to Play: 45-60 min.

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Greetings GTM Fans!

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One lucky winner will a copy of *The SPILL*, courtesy of our friends at Smirk and Dagger! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 20th and will close on October 24th, so don't delay!

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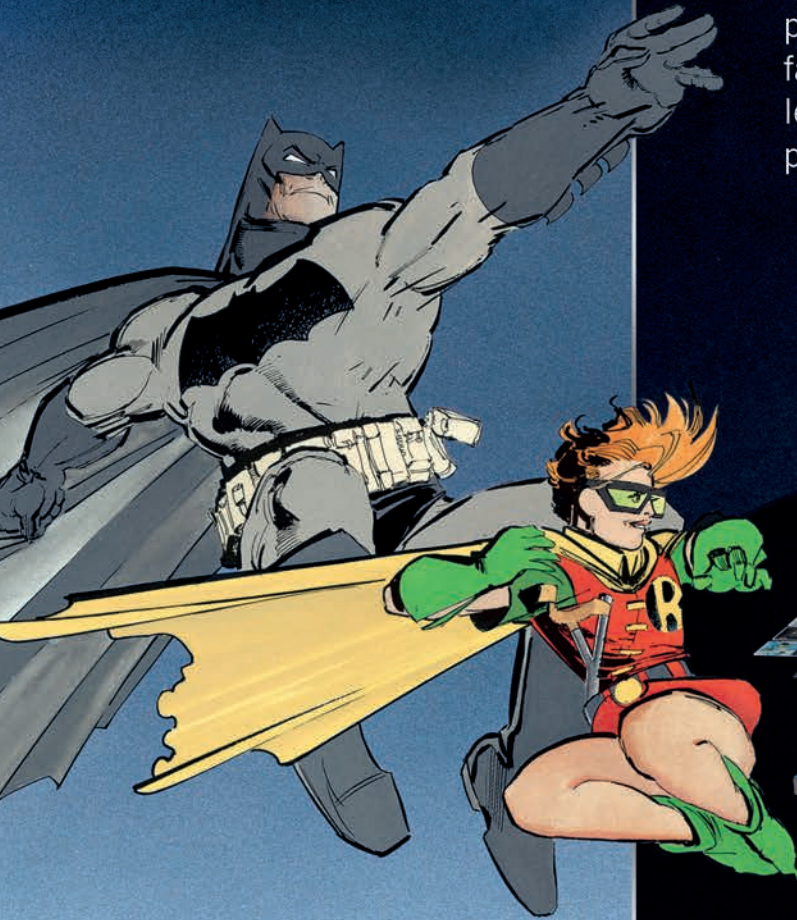




BATMAN

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***It's Time to Come Out of Retirement
and SAVE GOTHAM CITY™!***

Batman: The Dark Knight Returns – The Game is a solo board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. Instead of traditional leveling up, this is a game of attrition. As Batman™, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and press looking to bring you down. Get ready to face villains like Two-Face™, The Joker™, and the leader of the Mutant Gang... as well as your powerful former ally, Superman™!



1-2
PLAYERS



90 MIN
PER BOOK



AGES 14+



*Deluxe Game

MSRP \$64.99 Base Game

MSRP \$109.99 Deluxe Game

FOR MORE INFORMATION, VISIT

CRYPTOZOIC.COM

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WB SHIELD: © & ™ WBEI. (s21)
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CRYPTOZOIC
ENTERTAINMENT

AVAILABLE NOW!

firefly MISBEHAVIN'

A FACTIONS DECKBUILDING GAME

**SOMEONE EVER TRIES TO KILL YOU,
YOU TRY TO KILL 'EM RIGHT BACK!**

In *Firefly: Misbehavin'*, players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



🕒 60+ Min.
👥 2-4 Players
🎮 Ages 14+

AVAILABLE NOW

\$65
FFMB01

For more information visit

www.GF9Games.com



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EnOLA HoLMES

Finder If Lost Souls THE BOARDGAME

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?



2-4 Players



45 Minutes



Ages 14+



ON SALE

NOVEMBER \$40
ENHO01



FOR MORE INFORMATION VISIT
www.GF9GAMES.com



LEGENDARY
TM & © 2022 Legendary



DUNGEONS & SEWERS

MODULAR ROLEPLAYING TERRAIN SET



\$65

TFD002

EVERY SET INCLUDES
5E ADVENTURE

RPG SCALE

Scaled to fit standard roleplaying miniatures



25MM

5E
COMPATIBLE

Human barbarian shown for scale



INCLUDES 5E ADVENTURE: THE BELLOW BELOW

Something is stirring in the sewers under Malrenburg. For weeks now, residents of the town have been troubled by bizarre dreams of a roaring call from the sewers beneath town, leaving the people of the town exhausted and frightened.

5E
ADVENTURE



TENFOLD

NO PREP TIME • QUICK SET UP

MODULAR ROLEPLAYING TERRAIN SET

Tenfold Dungeon is fully immersive, out-the-box 3D terrain for your tabletop game. Each box contains 1" x 1" grids discreetly layered into the terrain, creating a vast atmospheric play space for all your tabletop adventures. No design, it's never been easier to take your game to the next level - wherever you play.



\$65

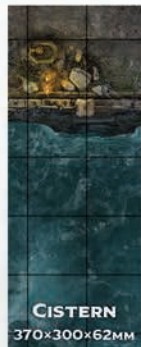
TFD004



THE TEMPLE ILLUSTRATIONS:



THE DUNGEONS & SEWERS ILLUSTRATIONS:



THE TEMPLE

MODULAR ROLEPLAYING TERRAIN SET

**INCLUDES 5E ADVENTURE:
THE SERPENT'S STONE**

**5E
ADVENTURE**

Partway up Erodan Mountain stands the temple of a secret order, dedicated to an ancient serpent goddess. Although clandestine in nature, the priests and priestesses of this temple were many, for they guarded jealously a precious artifact that once belonged to the goddess they served. But, in recent years, this order has perished, for a mysterious plight has befallen its members, and those who dare to enter are never seen again, lost amidst a hail of shrieking voices and a thunder of iron.



AVAILABLE



SET UP • EASY STORAGE

PLAYING TERRAIN SET

For RPGs and dungeon crawling games. With amazingly detailed art of the environment, **Tenfold Dungeon** provides a high-quality, modular terrain set. Along with its compact, lightweight design, it's perfect for your high-octane adventures with you or your group.



\$65

TFD001



THE CASTLE

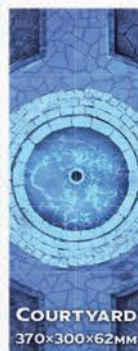
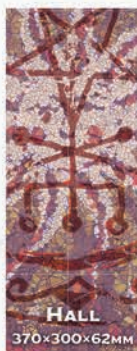
MODULAR ROLEPLAYING TERRAIN SET

**INCLUDES 5E ADVENTURE:
VAEDRA'S LAIR**

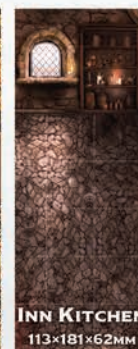
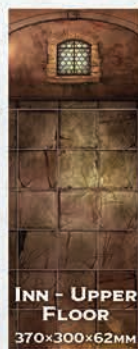
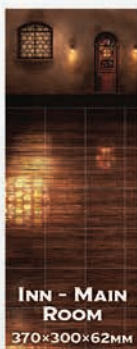
At the top of a cliff stands a keep. It is a dark, lonely place that the sun shines weakly upon and whose stones seem to swallow up the moonlight when night falls. And as the sun sets, from the castle's empty halls echoes forth a terrible and irresistible song, the song of the siren Vaedra, hunting for more prey to feed her voracious appetite for minds.

**5E
ADVENTURE**

THE CASTLE ILLUSTRATIONS:



THE TOWN ILLUSTRATIONS:



AVAILABLE NOW

**RPG
SCALE**

SUBJECT TO CHANGE. CONTENTS APPEARANCE MAY VARY.

THE TOWN

MODULAR ROLEPLAYING TERRAIN SET



\$65

TFD003

**EACH TERRAIN SET CONTAINS
THEMED DOORS AND TERRAIN:
12 ILLUSTRATED ROOMS**

20 DOORS (10 OF EACH TYPE) 9 WALLS & 5 FENCES



2 GATES



**16 PLASTIC
CORNER CLIPS**



**16 PLASTIC
DOOR CLIPS**



6 STAIRCASES (2 OF EACH TYPE)



**16 PLASTIC
T-CLIPS**



THE TOWN DOORS AND TERRAIN SHOWN AS EXAMPLE



**INCLUDES 5E ADVENTURE:
GANG OF THIEVES**

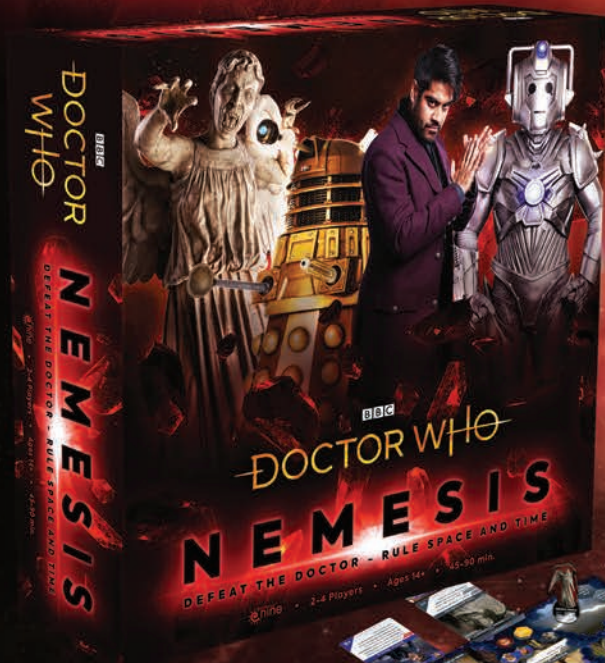
The town of Holdthorpe is not what it used to be. Ever since the arrival of a band of brothers known as The Five Rings, the entire town has been veiled in a grey haze which keeps visitors from ever leaving. Robbed of its former splendour, Holdthorpe has become a home to bandits, vagabonds and lowlifes drawn to an arcane artifact that the Five Rings hold in their possession.

**5E
ADVENTURE**

BBC

DOCTOR WHO NEMESIS

DEFEAT THE DOCTOR - RULE SPACE AND TIME



In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends.

You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.

AVAILABLE
OCTOBER

\$60

DWN01



2-4 Players



45-90 Min



Ages 14+

*Have you got what it takes
to remake the universe?
Can you defeat the meddling Doctor?
Will you finally triumph
for all time?*



For more information visit
www.GF9Games.com

Doctor Who logo and WHO insignia™ and BBC 2018.
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BBC

STARFINDER PIRATES OF SKYDOCK



⌚ 60-90 Min.

👤 2-4 Players

👶 Ages 14+

AVAILABLE
NOW

\$60
PFSF02

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www.GF9Games.com



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